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VIRTUAL BOY

Immerse yourself
20-page, 3-D exclusive

Power Preview
Yoshi's Island:
Super Mario
World 2

AUGUST VOLUME 75
US $3.95 / CANADA $4.95
0 45496 69085 4

IN-DEPTH

- Chrono Trigger
- Phantom 2040
- Ninja Gaiden Trilogy
- Game Boy–Street Fighter II

SURVIVAL IS A NATURAL INSTINCT. SO IS CURIOSITY.

(Avail 9/1)

Survival. Sure, it's a nice way to spend the day. But, it's also pretty boring. The excitement is out on the edge. In the land of the great unknown. And all you need to get

there is a large dose of curiosity. But to assure a successful trip, it helps to have a few answers for the really tough questions. This is where *Nintendo Power*® magazine comes in quite handy. For a mere eighteen bucks* and a quick call to 1-800-255-3700, *Nintendo Power* can get you out of a

NINTENDO POWER®

jam and way beyond the high score. It's full of info about stuff like new games, new strategies, and tricked-out fighting moves. Subscribe now and you'll get a free

Killer Instinct Player's Guide**, worth eleven stones, that tells you how to have even more fun with a bunch of sweet moves like double-hits, ultra combos, and combo finishers. More answers. More fun. More reasons than ever to send in this card. More. More. More.

* Canadian residents pay $25.

** KI Player's Guide available September 1. Allow three weeks for delivery.

The world of 3-D video games has arrived! Nintendo Power has the insider information on all of the incredible first releases for the Virtual Boy. Immerse yourself!

Immersive Reality

32 Bit Pow

3-Dimensional

10

Virtual Boy Special

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DigiPen: Going to Code College.

If you think you've got what it takes to be a hotshot video game programmer, DigiPen is the place for you! The programmers-in-training at this new school are the future of video games, and Nintendo Power found them first!

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Epic Center

Chrono Trigger

The RPG of the year is here! Epic Center's first journey into Chrono Trigger begins now, but no one knows how long it will last. . . .

52

The wait is over! Mario's back in a "prequel" dating back to his early childhood. Mr. Miyamoto has worked his magic once again in this all-new adventure. Take a sneak peek!

30

Yoshi's Island Super Mario World 2

PLAYER'S PULSE

Our mail bags and hard disks are bulging with opinions on the new Nintendo Power Source on-line service. Here's just a small sample of what we've received.

I think that the new Nintendo Power on-line service RULES!!! There's no limit to your coolness. The setup is really convenient and looks tasty. (No, I don't want to eat it.) Just curious, have you ever put a 3-D picture in your magazine? I would love it if you'd have one in a future issue.

RACHEL PASSMORE
MINNESOTA LAKE, MN

Your wish is our command, Rachel. Put on the special specs that come with this issue and be prepared for a 3-D assault this month!

I love the new Nintendo Power on-line service! It's great! You can get wonderful game play information without even having to pick up the phone. Also, it's a great way to learn more about upcoming games and systems, which brings me to the NU 64. I read in The Making of Donkey Kong Country (Nintendo Power Volume 66) that DKC was made with help by Silicon Graphics, the same company that is helping to make the NU 64. So are DKC's graphics what we should be expecting from the NU 64, or is it only a taste and will it just get better?

STEWART SALWIN
PHOENIX, AZ

What do I think of the new online service? Well, it's cool. Only a few things annoy me. For example, you need to cover more of the Internet. Not everyone gets AOL. You should mention and monitor some of the many Nintendo-related Usenet groups on the Net, especially since AOL costs a great deal of money. Other than that, it's nice that you've joined us on the Net, however belatedly. But, like I said, it looks awesome. I'd go there any day.

MELISSA MARTIN
WINNIPEG, MB

ENVELOPE ART SHOWCASE

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E. Hartford, CT

Randy Rebrick
Fort Smith, AR

Naomi Chiba
Cincinnati, OH

Guang Jin Chen
Brooklyn, NY

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TALK TO A GAME COUNSELOR!
1-900-288-0707
U.S. 95 cents per minute
1-900-451-4400
Canada $1.25 per minute

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, and between 6 a.m. and 7 p.m. Sunday. Callers under 18 need to obtain permission to call from whoever pays the bill.

POWER LINE!
1-206-885-7529

Pre-recorded help for Breath of Fire, Donkey Kong Country, EarthBound, Final Fantasy III, Illusion of Gaia, The Legend of Zelda: A Link to the Past, Mortal Kombat II, Super Mario All-Stars, Super Mario World, Super Metroid and Super Punch-Out!! (SNES), The Legend of Zelda: Link's Awakening and Donkey Kong Land (Game Boy), and The Legend of Zelda, Super Mario Bros. 1, 2 and 3 and Zelda II: The Adventure of Link (NES). Also, the latest on upcoming games, Virtual Boy and the NU 64! This call may be long-distance, so before you call, be sure to get permission from whoever pays the bill.

MODEM INTO THE SOURCE!

Nintendo Power Source on America Online
To sign up: 1-800-827-6364, ext 12386
To access area: Keyword NINTENDO

Nintendo Power on the Internet
WWW.NINTENDO.COM
e-mail: Nintendo@Nintendo.com

I think you shouldn't waste too much time on the on-line service because many fans don't have computers.

AARON ARKING
OCEAN CITY, N

This area is great! I was hoping there would be a little info that hasn't been released elsewhere. I'm not too disappointed. Just give us the info as fast as possible when you can. As far as the artwork and ease-of-use of this new site, I would say it's be the nicest I have seen on AOL. Thanks from all Nintendo-heads.

GARGANTUA
AMERICA ONLINE

I've already been a subscriber since the first issue, and now I can get my info daily instead of monthly. Thanx NOA.

ONDECK3559
AMERICA ONLINE

THIS IS COOL.

TEERAY2
AMERICA ONLINE

The only thing that would make this costume worn by Alex Androski of Cincinnati, Ohio, even cooler is if it were in a Play It Loud color!

The other day I put my Nintendo Power on my brother's bed and went to lunch and when I came back my brother was reading it and when I asked him to give it back he refused and kept on reading! And then after a while he said, "How come you never told me that this magazine was so cool?" Then he wouldn't even let me play my Super NES, NES or Game Boy! I've created a MONSTER!

TIMOTHY PAGE
MIDDLETON, MA

TOP TEN GAMES THAT DIDN'T QUITE MAKE IT

10. Not So Final Fight
9. Madden NFL Draft '95
8. Immortal Kombat
7. WWF Cooked
6. N.B.A. Jelly
5. StarSquirrel
4. Michael Jordan Presents Minor League Baseball
3. The Legend of Helga
2. Super Mario Triplets
1. Final Fantasy Island

SEAN BOLEY
MIDDLEBURG, VA

If you're in the mood to write, we're in the mood to read!

Do you have a favorite movie that you'd like to be made into a game? Or do you wish for a sequel to a favorite game? Send us your ideas for "dream games"!

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
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POWER CHARTS

SUPER NES TOP 20

THIS MONTH	GAME NAME	LAST MONTH	MONTHS ON THE CHART
1	DONKEY KONG COUNTRY	1	10
2	FINAL FANTASY III	3	8
3	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	43
4	CHRONO TRIGGER	NEW	1
5	SUPER METROID	4	16
6	OGRE BATTLE	NEW	1
7	SECRET OF MANA	12	19
8	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NEW	1
9	KILLER INSTINCT	10	2
10	NBA JAM TOURNAMENT EDITION	6	7
11	DOOM	NEW	1
12	MORTAL KOMBAT II	NOT RANKED	10
13	MEGA MAN X2	11	6
14	EARTHBOUND	NOT RANKED	2
15	EARTHWORM JIM	6	10
16	SECRET OF EVERMORE	14	2
17	FINAL FANTASY II	13	39
18	ILLUSION OF GAIA	7	9
19	NBA LIVE '95	NOT RANKED	6
20	KEN GRIFFEY JR. PRESENTS: MLB	8	16

GAME BOY TOP 10

THIS MONTH	GAME	LAST MONTH	TOTAL MONTHS
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	1	28
2	DONKEY KONG LAND	2	7
3	METROID II: RETURN OF SAMUS	3	44
4	DONKEY KONG	7	15
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	5	34
6	WARIO LAND: SUPER MARIO LAND 3	6	14
7	TETRIS	8	35
8	KIRBY'S DREAM LAND 2	4	3
9	DR. MARIO	NOT RANKED	37
10	MORTAL KOMBAT II	9	8

TOP 10 ADVENTURE GAMES

THIS MONTH	GAME	SYSTEM	RELEASE DATE
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	SUPER NES	AUG. '92
2	SECRET OF MANA	SUPER NES	OCT. '93
3	SUPER METROID	SUPER NES	APR. '94
4	ILLUSION OF GAIA	SUPER NES	SEPT. '94
5	SOUL BLAZER	SUPER NES	AUG. '92
6	METROID II: RETURN OF SAMUS	GAME BOY	NOV. '91
7	SECRET OF EVERMORE	SUPER NES	SEPT. '95
8	JURASSIC PARK	SUPER NES	NOV. '93
9	THE LEGEND OF ZELDA: LINK'S AWAKENING	GAME BOY	AUG. '93
10	ADDAMS FAMILY VALUES	SUPER NES	FEB. '95

MOST WANTED

Nintendo Power readers can't wait until the NU 64 becomes available in April of 1996. They've also given a thundering round of applause to Virtual Boy, coming to a store near you this month. If you want your voice to be heard, send in the Player's Poll card at the back of this issue!

1. NINTENDO ULTRA 64
2. KILLER INSTINCT (NU 64)
3. MORTAL KOMBAT 3
4. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
5. VIRTUAL BOY
6. DOOM
7. CRUIS'N USA (NU 64)
8. SUPER GAME BOY
9. FINAL FANTASY III
10. YOSHI'S ISLAND: SUPER MARIO WORLD 3

HALL OF FAME

Hey fans, take a look at three all-time great games dedicated to summer sports!

GAME	RELEASE DATE	HONORS
KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL	MAR. '94	The Kids hits this one out of the park with this super NES entry. Baseball buffs will love the full roster of option, top-notch artificial intelligence and excellent animation.
FIFA INTERNATIONAL SOCCER	FEB. '95	Play serious footsies with T*HQ's Super Game Boy title. Choose from 48 international teams, vary the field characteristics and select your angle of view.
BASSIN'S BLACK BASS WITH HANK PARKER	NOV. '94	There's nothing fishy about the excellent casting, luring and reeling action in this Super NES entry from Hot-B.

HIGH TECH
3-DIMENSIONAL
32 BIT POWER
PLAY ANYWHERE
IMMERSIVE REALITY

The most daring new gaming system in history arrives this month. Nintendo's Virtual Boy creates real 3-D game worlds for players brave enough to take the plunge. Get ready for a hard-core, high-tech, in-your-face experience.

VIDEO GAMES | GO 3-D

Virtual Boy Opens the Door To a New World of Games

VIRTUAL BOY™ ARRIVES

In Your Face Gaming

It's in your face. It's in your eyes. It's in your blood. Virtual Boy arrives in the United States this month and with it comes a new, 3-D immersive experience like nothing you've ever seen or felt before. This special Virtual Boy section of Power covers the first Virtual Boy games and answers your questions about this radical new technology.

Q How does Virtual Boy create 3-D graphics?

A Virtual Boy uses two RTI mirror-scanning LED arrays to create a stereoscopic, 3-D environment. Just as in real life, each eye sees the image from a slightly different angle, which is what makes things look closer or farther away.

Q Why isn't Virtual Boy in full color?

A The resolution or sharpness of the images is three times better than it would be if blue and green LED arrays had been included. The system also would cost three times as much.

Q

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AC ada

VIRTUAL BOY ARRIVES! IT'S IN YOUR FACE

RELEASE DATE: AUGUST 1995

SUGGESTED PRICE: $179

PACK IN GAME: MARIO'S TENNIS

PLAYING IS BELIEVING VIRTUAL BOY

TRY IT BEFORE YOU BUY IT

Virtual Boy must be experienced to be believed. As great as the 3-D images are in this issue of Power, they don't do justice to the reality of Virtual Boy. To show people what it's all about, Nintendo has teamed up with **Blockbuster Video** and **NBC** to offer prizes, savings, and best-of-all—a taste of Virtual Boy's amazing 3-D immersive environment before you buy. **From August through December, you can rent a Virtual Boy system for $9.99** from any of the 3000 Blockbuster outlets in the U.S. You'll get two games for two nights, plus a coupon good for $10 off on the purchase of a Virtual Boy. In addition, NBC will run a sweepstakes through September with over $200,000 in prizes including Virtual Boys and Game Paks. You can also win fantasy trips to the sets of top NBC shows such as Seinfeld, Frasier, and The Fresh Prince of BelAir.

BLOCKBUSTER VIDEO

NBC

Q What is the power source for Virtual Boy?

A The unit is powered by six AA-batteries. You can also plug it in to an outlet using your Super NES AC adaptor.

Q How many games will be available for Virtual Boy?

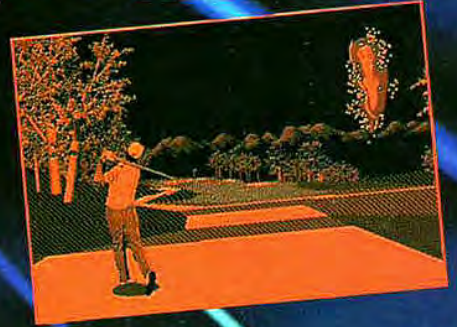
A The system launches with three titles plus Mario's Tennis packed in with the hardware. The list of titles is still growing, but here's what we know will appear in the first few months: **Mario's Tennis, Galactic Pinball, Teleroboxer, Golf, Red Alarm, Mario Clash, Mario Cruise, Waterworld, Virtual League Baseball, Panic Bomber VB, Jack Bros., and Vertical Force.**

32-Bit CPU

384 x 224 Pixels Resolution

Digital Stereo Sound

Playlink



VIRTUAL BOY™

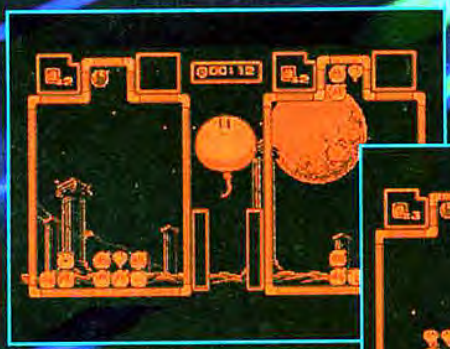
LET THE GAMES BEGIN!

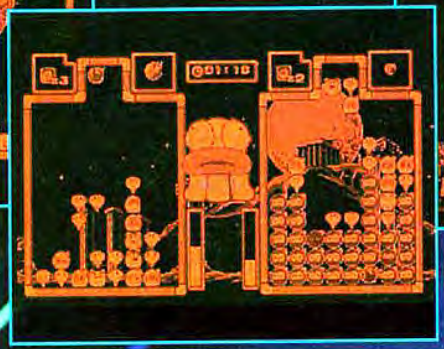
Nintendo isn't the only game company developing exceptional software for the Virtual Boy system. Third party publishers in Japan and the United States have been burning the midnight oil to bring you more in-your-face games. For most of these games, these are the first photos ever shown. As always, look to Nintendo Power to review the games once they're complete.

Kemco
Virtual League Baseball

Kemco's Virtual League Baseball recreates the nation's favorite pastime in 3-D. While batting or pitching you'll find the perspective moves in close behind home plate. Once the ball is hit, the perspective pans back to a wide angle view so you can see and maneuver your outfielders. VLB should be ready for release sometime in October. The Japanese version shown here will have modified characters.

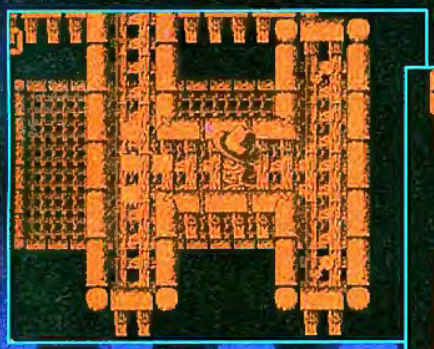
Hudson Soft
Panic Bomber VB

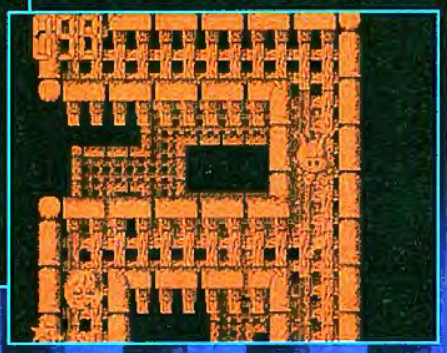




Hudson Soft's 3-D puzzle game may take a page from the Tetris book of game design, but it draws players into a new visual experience with three dimensional objects. Although easy to learn, Panic Bomber is difficult to leave.

Atlus
Jack Bros.
(Tentative title)





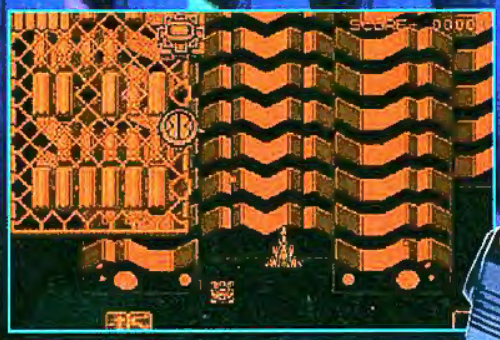
Jack Bros. (formerly known as Devil Busters) is a maze-oriented action game from Atlus. The three brothers—Jack O'Lantern, Jack Frost, and Jack Skelton—must race the clock to reach their homes before the stroke of midnight. Standing in their way are traps, enemies and mazes. Each of the six scenarios in the game may have up to 15 stages.

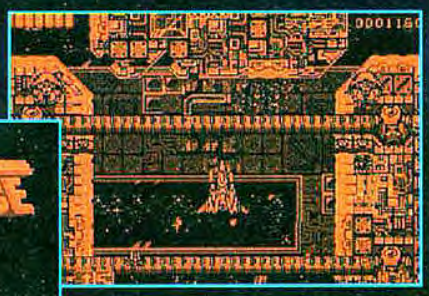
Ocean
Waterworld

Ocean designed Waterworld for an arcade experience. The action begins immediately as you pilot a trimaran ship in a sea infested with evil jet skiers. A new game engine yields awesome speeds and 3-D graphics. As you progress, more jet skiers race into the picture and try to steal the helpless Atollers whom you must protect.

Vertical Force

Hudson's second Virtual Boy game falls into the space shooter genre. The Vertical Force space ship flies vertically through stages filled with enemies. A second level of action takes place below the main level, so in effect you have to be aware of two planes of action at one time.





Mario and friends serve up 3-D fun!

MARIO'S TENNIS™

Wimbledon was never like this! The first sports game for the first 3-D game system slams home all the nonstop action of a real tennis match, but without the sweaty socks.

VIRTUAL TENNIS, ANYONE?

Birds and balloons fly by while you're playing. You'd better keep your eye on the ball, though!

Thanks to dazzling 3-D imagery, Mario's Tennis delivers unprecedented realism in a sports game. You control your player's movement, whether they make a lob or a smash, and the direction and spin on the ball. You can charge the net or stay back, waiting for your opponent to make a mistake. The manual that accompanies the game is full of tips and tactics. You'll need them, because strategy is all-important on this court. Select your player from seven all-star characters. Can Mario keep up with Donkey Kong Jr.'s smashes? Can the fleet-footed Yoshi beat Koopa's brutal baseline game? To find out, grab your virtual racquet and hit the court!

Take your pick of Easy, Normal or Hard play. Matches last one or three sets.

DIFFERENT STROKES FOR DIFFERENT FOLKS

Each player has individual strengths and weaknesses. Learn them well, or you'll spend your time watching the ball whizz by! These passionate athletes frown or go boo-hoo when they lose a point and break into a huge grin when they execute a perfect drop shot.

MARIO

The pluckiest plumber from Brooklyn is a good all-around player. With his average speed and racquet contact area, he prefers to play the baseline but will charge the net from time to time.

ORDER ON THE COURT

Thanks to smooth play control, even racquet rookies can quickly learn Mario's Tennis, while experienced tennis players will love the game's true-to-life feel. What really brings the game alive, though, are small details, like the stars above the Princess's castle, and the net, which is decorated with hearts.

SINGLES & DOUBLES

For great head-on play, choose Singles mode. Doubles mode requires more strategy. You'll have to pick a partner who complements your skills and practice both your net and baseline play.

After a match is over, the players go to the net to exchange congratulations.

TOURNA-MENT

In Tourna-ment mode, Mario's Tennis randomly seeds all the players and picks the winners of matches in which your character doesn't play.

UMPIRE

The Lakitu floats in a cloud over the court. Besides keeping score, he reminds players to change service and tells them which end of the court they should be on.

STACKS OF STATS

After every match, Mario's Tennis provides a numerical rundown on how the players did.

The Lakitu in the Umpire's chair keeps score and calls balls in or out.

LUIGI

Swapping his plunger for a racquet, Luigi turns out to be a natural tennis player. With skills much like his brother's, he prefers to play from the baseline. Thanks to superior speed, though, he will charge the net more often.

PRINCESS TOADSTOOL

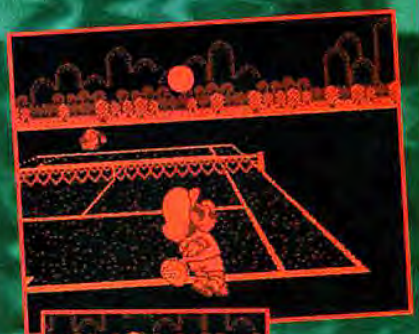
Despite her charming courtside manner, the Princess turns into a tough competitor once play begins. It's especially hard to get anything past her. Though slow of foot, she makes good use of her large racquet contact area by playing the baseline as much as possible.

MAKE A RACQUET IN SINGLES MODE

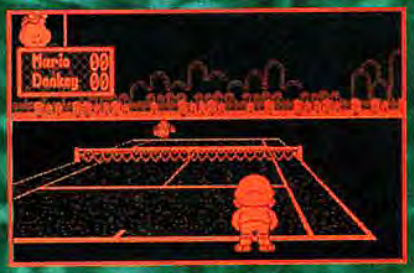
It's time to tug on your tennis togs and scurry out to center court. Pick Easy play first to learn the players' moves and strokes, then advance to Moderate and Hard.

SERVE'S UP

Mario's Tennis gives you a choice of soft or hard serves. You can also vary your setup position and shot placement.



Serve to the outside, especially against slow rivals. They'll have a hard time getting back in time to return your shot.



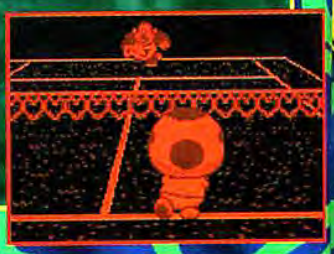
Use your directional control to put English on the ball.

VOLLEY

Yoshi and Toad like to play close to the net, while the Princess, Koopa and Donkey Kong Jr. prefer to hug the baseline. Mario and Luigi like to vary their tactics. They usually stay back but will charge the net when the opportunity presents itself.

LOB

Use your B Button to launch a lob over the head of a player who comes up to the net. All players have good shot placement, so don't worry too much about hitting the ball out of bounds. The B Button also launches the easiest serve.



YOSHI

The quickest and most impetuous player, Yoshi loves to charge the net. Check out his big grin when he scores on an overhead smash! However, the small contact area of his racquet leaves him vulnerable to deftly placed volleys.

TOAD

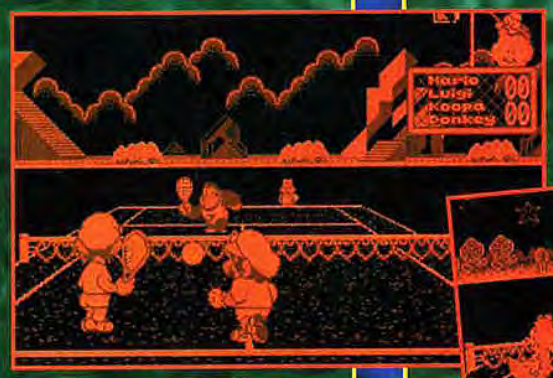
This quick player makes an excellent doubles partner, especially when he plays the net. He has a small racquet contact area and can't hit very hard. It's tough to get a ball past him, though, because he can lunge at tough shots.

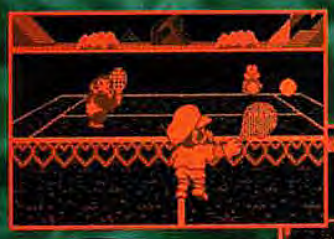
DOUBLE YOUR FUN!

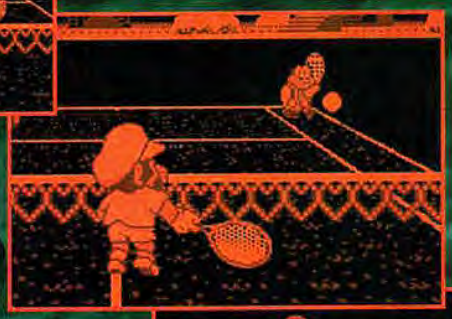
How would you like to partner with a princess, a tortoise or a plumber from Brooklyn? In Doubles mode, you get to pick your player, your partner and your two rivals. Because the doubles court is wider than the singles court, you'll have to guard the alley closely.

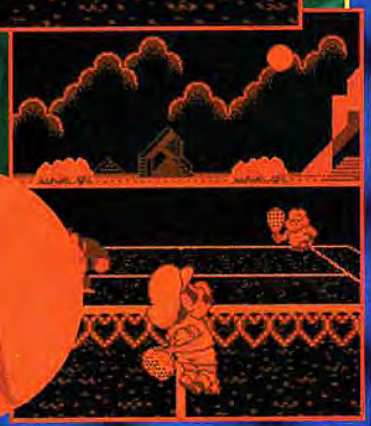
NET GAINS

You'll often find yourself up close and personal with your rival playing the net. Good racquet control is vital here. Remember: a well-placed tap is worth ten smashes!



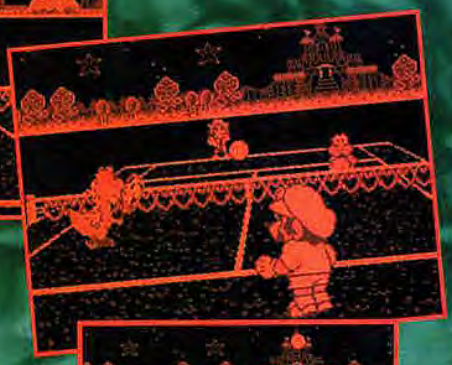


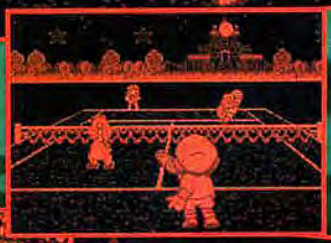




TEAM TENNIS

Your partner will work with you to cover as much ground as possible. If you move left, your partner will move right, and if you move back, your partner will move up.





DONKEY KONG JR.

Big, slow and swinging the smallest racquet on the court, Donkey Kong Jr. has lulled many an unwary opponent into overconfidence. When he makes contact, though, the ball takes off like a rocket.

KOOPA

This tenacious tortoise covers the baseline like a tent. Showing great lateral movement, he will frequently lunge at shots out of his reach. Wily rivals know they have to force him to come to the net.

IMMERSE YOURSELF IN OUT-OF-THIS-WORLD PINBALL PLAY

Cosmic encounters and alien adventures are all part of the picture when pinball goes galactic in one of Nintendo's first Virtual Boy releases. It's pinball, all right, but pinball as you've never known it!

GALACTIC PINBALL

FULL-TILT FUN

When pinball meets outer space, it's bound to take on some weird and wild features unlike any you've seen before. The four tables in Galactic Pinball offer up all sorts of bells & whistles, with unusual , 3-D play and special, hidden bonus games. And yes, you can tilt in outer space.

PICK YOUR PLAY

We've written plenty about Virtual Boy's graphics, but the sound is also fully dimensional. From the title screen on, you'll know that you're in for a unique play experience. Begin by selecting any one of the four games.

Sign on for a galactic good time. Scroll through the choices, then select the table that you want to start with.

SEE HOW YOU STACK UP

When you post an impressive score, you can see how you stack up against other hotshots. Challenge your friends to a high-score duel.

TOP SCORE

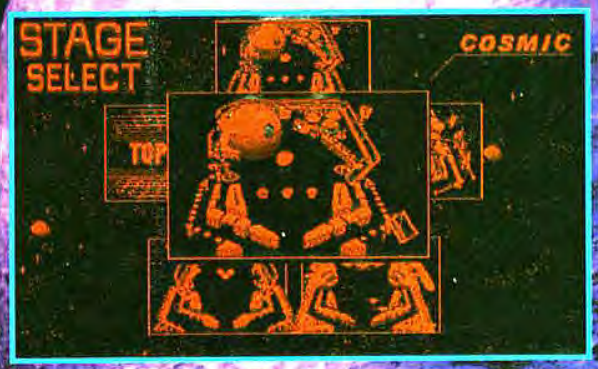
UFO

RANKING	SCORE	NAME
1	10,746,000	V DESIGN
2	8,095,000	V DESIGN
3	5,000,000	KENKEN
4	4,000,000	M.TAJIMA
5	3,000,000	G.YOKOI

So you think you're hot stuff. Go for your best score and compare it to the list of winners.

Galactic Warfare

Galactic Pinball is set in the mysterious depths of the Milky Way, but it's more than just a space shoot- em- up on pinball tables. Of course, the object is to post the highest scores possible on each of the tables, but you can also discover hidden games by accomplishing different feats. It's pinball with a twist: games within games.



TM

ALIEN ODDITY

Shoot the puck into the Alien Hall to make an Alien head appear in the center of the table. Keep hitting the head to earn a shot at the Alien Bonus—and possibly a jackpot. Knock down the targets to see another bonus game, the Alien Ring.

When the Alien Ring appears, shoot the puck through it to win big points.

COSMIC CHAOS

It's pinball Space Invaders! Cosmic's bonus game will have you firing away at falling, enemy space ships and racking up points. Hit them before they hit you, and score massive bonus points in the process.

Yikes! You're in for a cosmic challenge when the enemies launch an attack in the bonus game.

UFO AFLOAT

The bonus action starts early in the UFO stage. Try to destroy the Alien before it rises by shooting the puck into one of the open side pockets. It's a tricky shot, and you'll have only ten seconds to accomplish the task before the ship fires its burners and takes off.

The timer ticks down quickly when you first start the stage. If you can't land your puck in the side pockets in ten seconds, the openings close up.

STAR STREAM

A bonus game in the Colony stage lets you practice your marksmanship. When you get the bonus, a stream of stars will circle around on the table. Your score will depend on how many of them you can shoot down before they disappear.

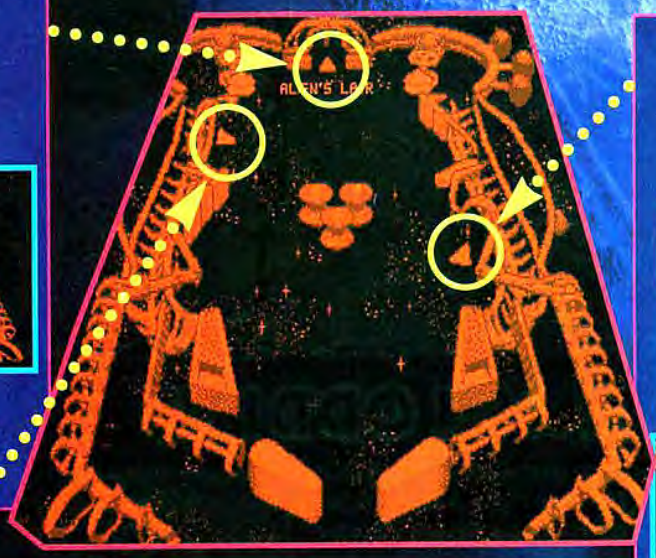
When you see stars, don't panic—you haven't taken a left hook on the chin. This is your chance to score some bonus points. Shoot them down while you have the chance.

ALIEN

Wicked aliens inhabit the darkness of the galaxy, and your goal in this stage is to seek them out and destroy them. Before you can take them out, though, you have to make them appear. There are many bonuses to collect in this area, if you're fast with the flippers and accurate with the puck.

ALIEN'S HALL

If you shoot the puck into the Alien's Hall, the center bumpers will become an Alien head.



SPELL ALIEN

Shoot the puck into the Alien Target Hall on the right to pick up a letter. When you spell Alien, you'll earn half a million points.

BONUS HALL

If you hit the hard-to-reach Bonus Hall on the upper left, you'll score a quick 30,000 points. Cool.

COLONY

The Colony, which is floating aimlessly in outer space, sometimes collides with asteroid fields. In the bonus game, you'll have a chance to protect the Colony by shooting the asteroids down before they can do any damage. You'll also be able to do some target shooting in this stage.

HIT THE TARGETS

There are several open targets in the formation group. If you shoot the puck into a target while the arrows in front of it are flashing you'll earn bonus points. The number of points you earn depends on the target you hit.

SPELL RESCUE

Land the puck here to earn a letter. If you spell Rescue, a ship will emerge and guide your puck around the table. You can then launch the puck by pressing A.

COSMIC

The Cosmic stage pits you against Space Pirates as you venture into the Milky Way. Your puck will then unlock the mysteries of the galaxy as you drop targets, discover hidden bonuses and rack up points.

COSMIC WARP LANE

Drop targets to increase the length of the warp lane, then shoot the puck through it. You'll earn 20,000 points the first time, but much more for additional trips.

ENTER THE PLANET HALL

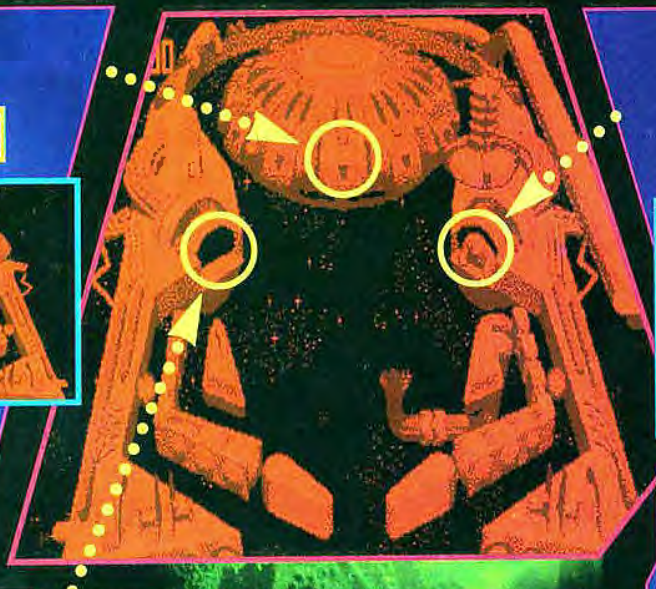
It's difficult to land the puck inside the Planet Hall, but when you do, you earn lots of points. If you enter the hall enough times, you'll reach a special bonus stage.

UFO

Of course there are UFO's in outer space, and in this stage, you'll control them from remote locations. Using the UFO's, you'll battle an evil skeleton as you attempt to claim the jackpot as your own. Begin by blasting the massive ship.

BIG MOUTH

Make the skeleton appear then shoot the puck into its mouth for a cool million.



STAR BONUS

When the ship appears, it will chase the puck. If you catch it and make a star appear, you'll score 60,000 points.

BLAST OFF

Make the aliens abort their blast off. If you're able to shoot the puck into one of the side pockets before the ship lifts off, you'll destroy the ship.

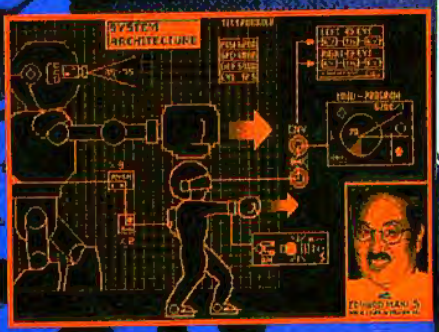
3-D GRAPHICS THAT MAKE YOU THE MAIN EVENT!

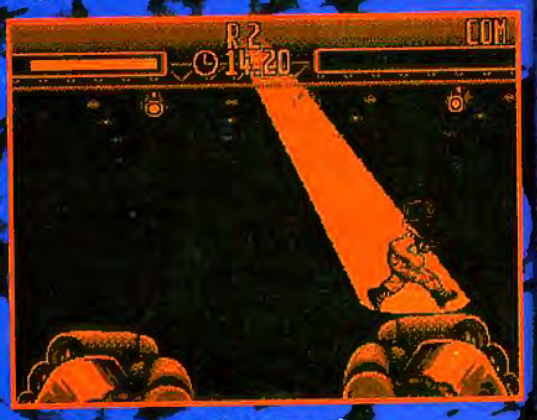
Ladies and Gentlemen! Welcome to teleroboxing—the main event and sporting rage of the Twenty-Second Century! Bear witness to rounds of fighting prowess featuring the most powerful robots in the universe! Teleroboxer for the Virtual Boy system immerses players in the fast and furious world of remote control boxing. Do you possess the qualities of a true champion? Lace up those titanium gloves and find out!

TELEROBOXER™

HEAVY METAL HEAVY WEIGHTS!

When you immerse yourself in Teleroboxer, you'll enter a world where hazardous duties are assigned to robots that mirror the movements of their human controllers. The technology, known as telerobotics, and it isn't used for work alone. In an effort to bring telerobotics more widespread appeal, scientists have organized a worldwide, robotic boxing tournament. The new sport, dubbed teleroboxing, has become a huge sporting sensation. See what it's all about—seize your Virtual Boy controller and enter the ring of the future.





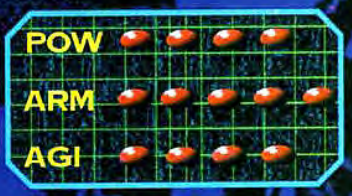
Teleroboxer's first-robot perspective takes you right into the fight!

ROCK AND SOCK THE ROBOTS!

The conveyor belt to the championship is full of monkey wrenches. You need more than an iron fist to win this game—you'll have to identify and exploit the weaknesses of each of your opponents. After you knock out the champion, you'll have to defend your title. How long can you last?

PAGERO

Pagero is the first and easiest robotic opponent you encounter in Teleroboxer. He's rumored to have a crystal jaw—you just need to shatter it with perfect timing. Nail him in the head with a Machine Gun hook or a Machine Gun Punch. Once you master this routine, you'll have Pagero's sensors seeing static in less than fifteen seconds.



Pound Pagero's head until he hits the mat. This robot will be ready for the scrap heap in no time!

SPOKONG

Spokong packs a powerful punch—don't let him ring your bell for good. Survival depends on landing punches with timing and accuracy. Warm up with a series of blows to Spokong's head. As his health gauge is depleted, the robot lowers his head below the belt. Use your body blows to bounce Spokong's head back up where it belongs—in upper cut territory.

No hitting below the belt—unless your opponent moves his head there.

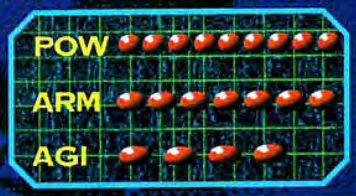
TELEROBOXER

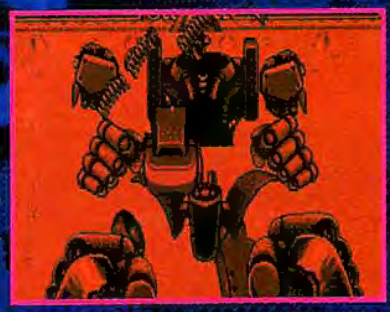
IN-YOUR-FACE ACTION FORCES YOU TO DUCK!

DORIHEY

Dorihey is controlled by a fellow robot, DH1. This bucket of bolt's cast iron belly makes him immune to low body blows, but he lacks the peripheral vision to dodge left and right hooks. Watch out when he blows his top! Unload a quick series of hooks to the head before this automated corkscrew turns your internal wiring into spaghetti!

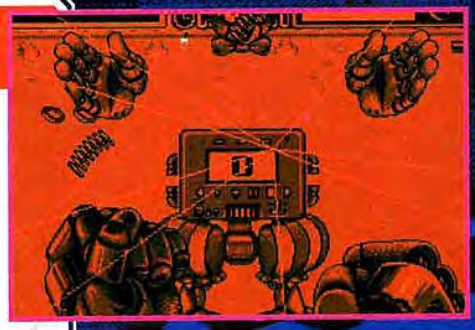
While Dorihey doesn't look like much of a match, his spinning hat attack makes him a contender.



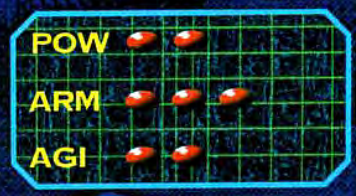


BOMKUN

Picky, Bomkun's mysterious alien programmer, can't stand losing a teleroboxing match. Picky designed Bomkun to make sure he wouldn't. If you don't defeat Bomkun in one minute, the radioactive robot will self-destruct. Keep moving until Bomkun begins his final countdown to destruction. Use your Machine-Gun Hook to snuff out the radioactive robot's short fuse.



Bomkun has an explosive secret he's dying to share with you. Can you stop the countdown?



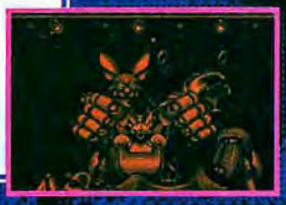
PRIN

Prin was designed by the top female engineers in France. Prin's owner, Cheri, is rumored to have made some secret modifications to the robot. Why does Cheri keep giggling? Maybe you're the butt of a bad joke! Swing high and avoid the glare of Prin's evil eye! Keep landing punches until this dancing robot is reduced to a pile of spare parts.

Don't let Prin slap you around! A few jabs in the face sends this robot back to France.

IKANGER

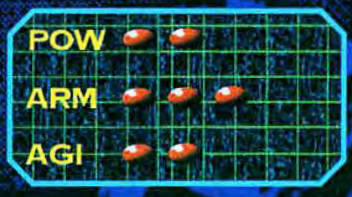
Ikanger is a mechanized marsupial from down under. He was designed and programmed by a nine-year-old boy genius. The robot carries an onboard joey to inflict double damage. Ikanger can pound you with four different gloves. The robot is programmed to protect little joey down under. Does this leave a weak spot up high? Take a swing to find out!



Ikanger is double trouble! This mechanized marsupial carries a menacing joey in training!

TUKIKAGE

Centuries of martial arts skills are programmed into Tukikage, the ultimate teleroboxer from Japan. He is equipped with the latest in ninja microchip technology. Pummel the robot until he vanishes into the night, and avoid the throwing stars that whistle toward you in the darkness. If you're quick, you can block them with your glove. A lucky deflection might strike Tukikage!



Don't be deceived by Tukikage's illusions. Listen and block his whistling throwing stars.

FIGHT FOR THE TELEROBOXING TITLE!

MYSTERY CHAMP

Are you ready to wear teleroboxing's golden championship belt? Boxing's oddsmakers are betting against you. Challengers with undefeated records are allowed to fight the Legendary Champ. Who's the diabolical genius controlling this fiendish feline? Save your perfect vicories, then win the title and find out!

Watch out for the sharp claws on this fierce feline. Dropping your guard reduces your robot to a scratching post!

Wipe out all of your opponents while maintaining a perfect record to reveal the mystery behind the Legendary Champ.

EXCLUSIVE TIPS AND TACTICS FOR VICTORY

Winning strategies you won't find in any other magazine!

MARIO'S SHELL GAME ROCKS IN 3-D

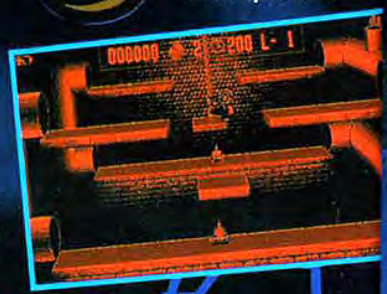
MARIO CLASH™

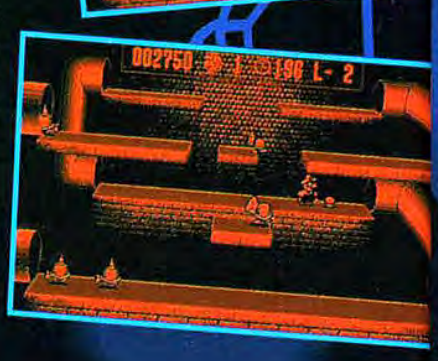
TOSS YOUR KOOPAS

In the beginning of Mario's career, he hucked koopa shells at ornery critters for a living. Now, picture that scene in blazing red 3-D with Mario pitching shells in your face. The more things change, the more they clash!

Use koopas as ammo. Stomp them and throw them. If you lose the koopa shell, another koopa will appear.

Mario begins on a rope in the center of the room. Swing to face the front, back, then jump to the middle platform.





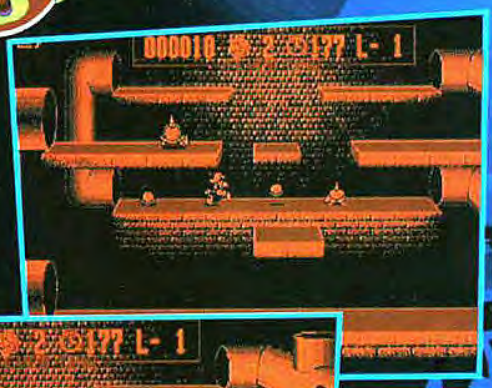
MARIO'S 3-D PLATFORM DEBUT

Mario Clash debuts on Virtual Boy this September. That's when players will get their first shock. Clash may look like the original Mario Bros. arcade game, but it plays like a frantic round of bombardment. Every stage features an army of koopas and other foes marching relentlessly across platforms and through pipes. Mario's mission is to knock them off—from the front, back, or side. You have to think and act in three dimensions. It's a little bit like life itself.

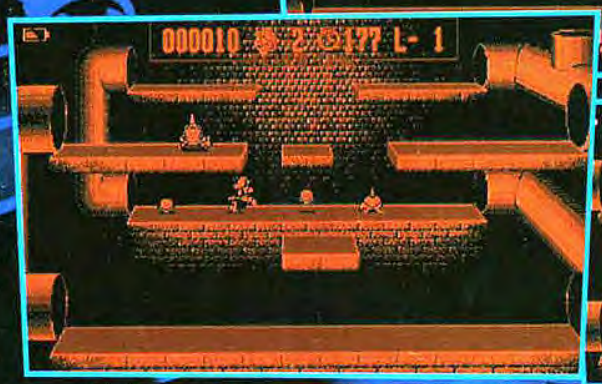
STAGE 1

EASE INTO IT

Think of the first level as a warm up session. You'll learn to move between the front and back areas and the upper and lower levels using the connecting pipes. The enemies you meet on this stage won't give you much trouble since you can knock them off the ledges with shells thrown from the front or back. In addition to regular koopas, you'll also meet Spike, so look before you jump. Your score depends on how quickly you clean up the area, so try to make every throw count. In many cases, you can knock out more than one enemy at a time.



Spike tumbles off the ledge when you hit it from the front, back or from the side with a 3-D shot.



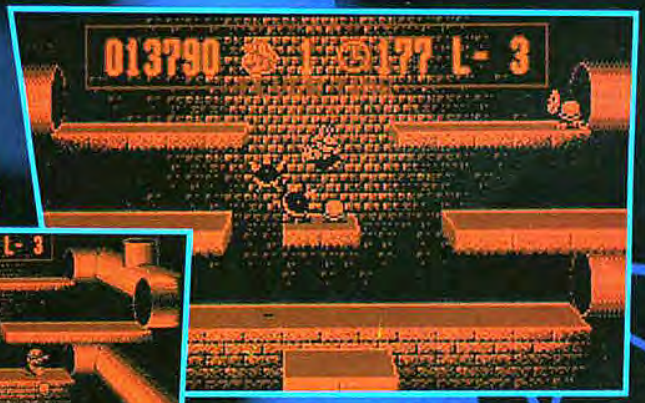
This Spike in the background area is a sitting duck for Mario when he throws the koopa shell.

Mario scores points by knocking off his enemies. If you hit two or more foes at once, you'll double or triple your score.

STAGE 3

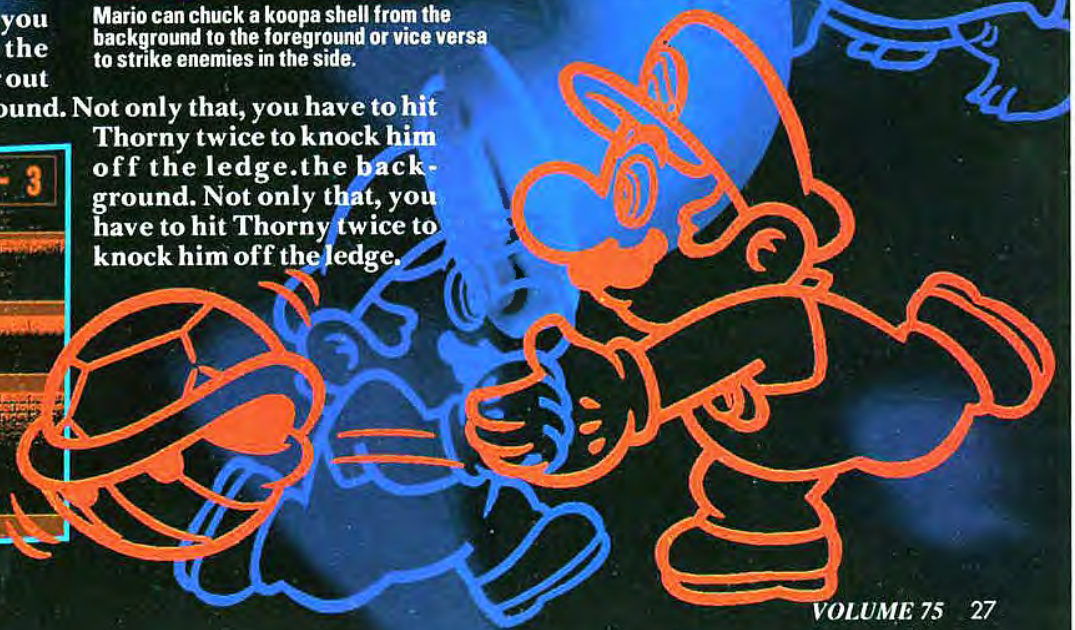
A THORNY SITUATION

The third stage introduces you to Thorny, the koopa with a black shell and three spikes sticking out of his back. Obviously, if you try to stomp this guy, you'll end up with a flat. You can't knock this little tank off the ledge from his front or back, either. Instead, you must throw a koopa shell at him from the side. That means that you have to throw the shell into the screen from the foreground or out of the screen from the background. Not only that, you have to hit Thorny twice to knock him off the ledge.the background. Not only that, you have to hit Thorny twice to knock him off the ledge.



Don't try stomping a Thorny. You'll have to hit this armored koopa twice from the side.

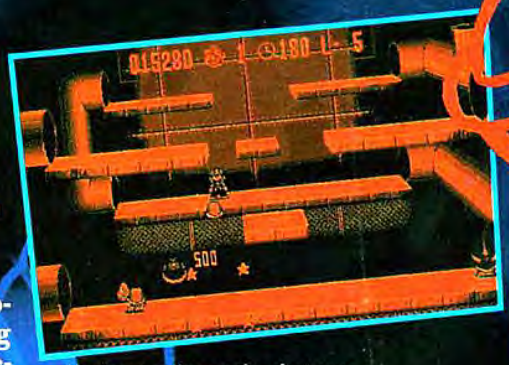
Mario can chuck a koopa shell from the background to the foreground or vice versa to strike enemies in the side.



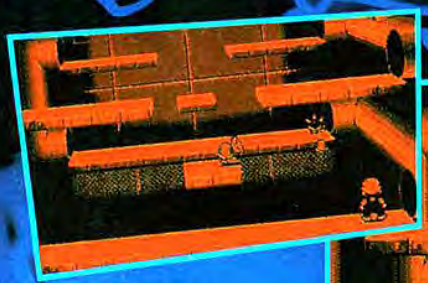
STAGE 5

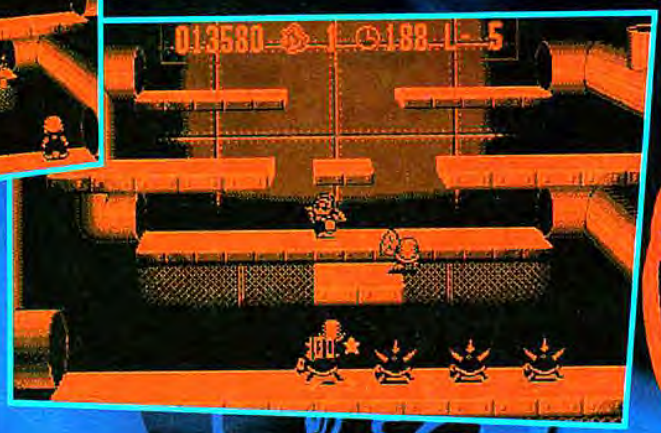
FOUR LITTLE THORNIES ALL IN A ROW

Here's Mario's chance to show off his sharp-shooting skills. Four Thornies are marching along together, pressed shell-to-shell. A precision toss can stop two Thornies at once and cause confusion in the remaining two Thornies. Since time is of the essence, try to grab the koopa shell immediately, drop down to the lower level and plug the Thorny foursome. Just before reaching Stage 5, you'll enter the Bonus Stage where Mario tries to catch 15 coins that fly out of the background at different heights.



Mario must line up the shot perfectly to strike the moving Thorny at this distance. You have to anticipate its position.



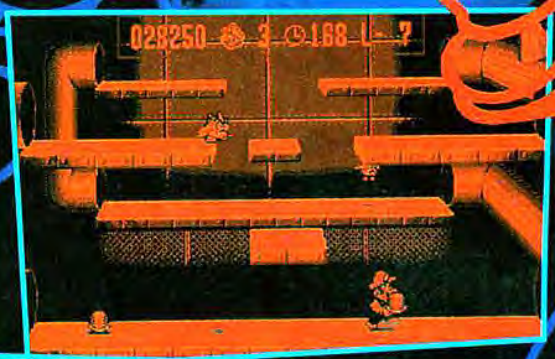


Watch out! If you miss this shot, the Thorny will have a shot at Mario when he pops out of the pipe to Mario's right.

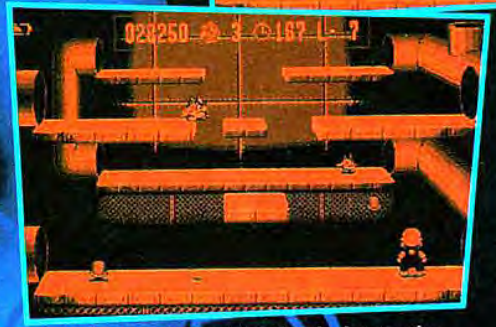
STAGE 7

THE PERILS OF PARA-GOOMBAS

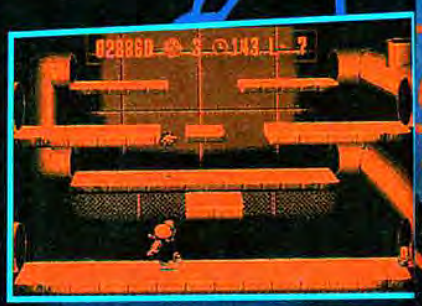
Para-Goombas and Thornies gang up on the ledges of Stage 7. The enemies all move separately, so you have to keep a watch out when you're concentrating on one target. Try to double up your shooting power by stopping a Para-Goomba with the first shot and waiting until a second P-G or Thorny comes up to it before throwing the second shell. The first foe acts as a roadblock and, as you finish it off, the second enemy also gets stunned. As in all stages, if a running mushroom appears, grab it to activate Fever Time—a period during which you'll receive double points.



Para-Goombas move predictably in hops and jumps. Anticipate where a Para-Goomba will land and let the shell fly.



Good shot, Mario. Look for the shadow on the ledge to help you aim your shot at the Para-Goombas.

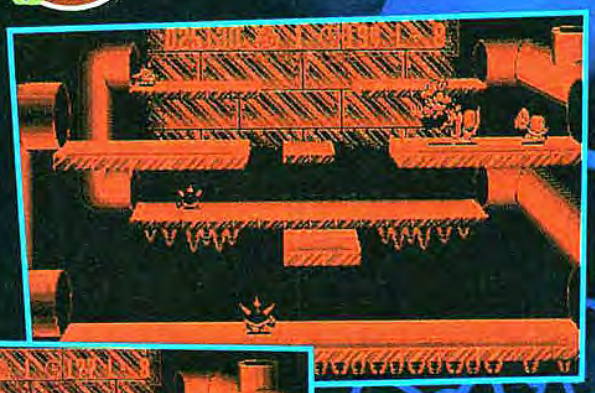


Timing is everything when you throw in 3-D. Toss the shell too early and it passes beneath the Para-Goomba.

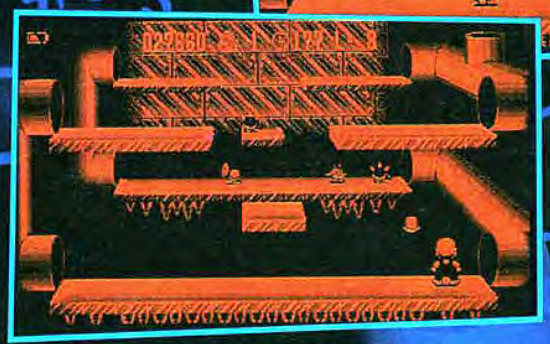
STAGE 8

ICE

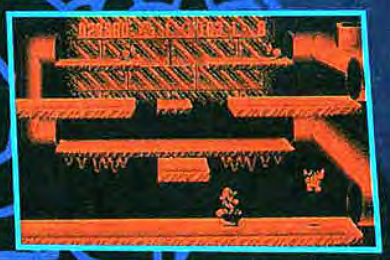
The second ice stage puts Mario on a slippery road. Your momentum can carry you straight into enemies or obstacles like a fire cloud or a falling icicle. The enemies include several Thornies and Para-Goombas like those in Stage 7, but the chance of slipping up is much higher. After hurling through this stage, the second Bonus Chance appears. This time you'll have 20 coins to catch. Catching coins adds to your total score. If Mario snags all the coins, you'll earn a 1-Up.



Mario will slide into snapping jaws if you don't watch out in the ice areas like stages 4 and 8.



If you wait too long in one place, an icicle will form above you and fall on Mario's head.

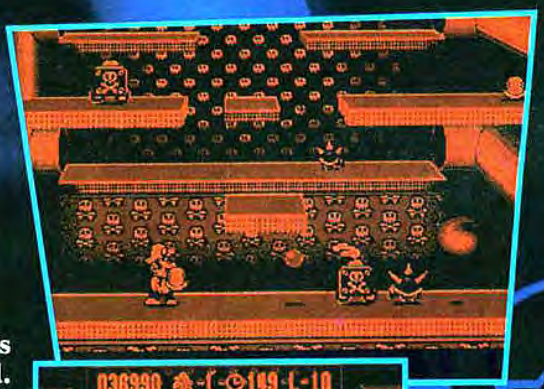


Mario's really out of position in this screen shot. He should be collecting koopa shells in the background area.

LEVEL 10

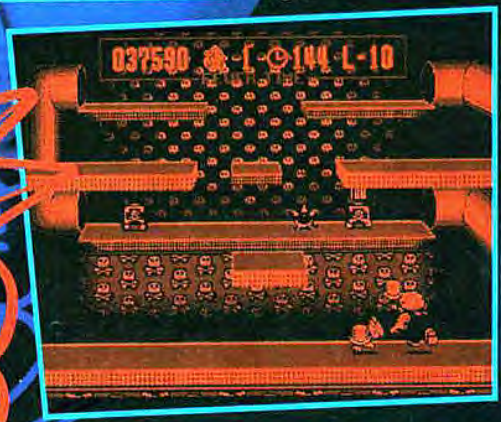
WHEN THE ENEMIES START FIGHTING BACK

Meet Lobb. This iron box on wheels fights back. It moves quickly along the ledges, then stops and raises its lid. When the hand comes out of the top, look out, because Lobb is about to lob an iron ball at Mario. The tricky part is that they can throw from the background ledges to the foreground ledges in 3-D, just like Mario, so you have to be watching closely in every direction. Other enemies in the game's 99 levels include Sidestepper and Big Boo. As you move forward from stage to stage, expect the action to pick up continuously with more enemies packed onto the narrow ledges.



The Lobbs are closing in on Mario and the fire storm is bearing down. His best escape is to jump to the middle platform.

It's easy to concentrate so hard on one target that you don't even see the enemy that sneaks up on you from another angle.



HAPPY AN

YOSHI'S ISLAND

SUPER MARIO WORLD 2®

™

SUPER MARIO BROS. FANS, PREPARE TO CELEBRATE! MR. MIYAMOTO AND THE EAD TEAM HAVE WORKED THEIR MAGIC ONCE AGAIN, JUST IN TIME FOR THE 10TH ANNIVERSARY OF THE ORIGINAL SUPER MARIO BROS. FOR THE NES. THEY'VE CREATED AN ALL-NEW ADVENTURE FOR MARIO AND YOSHI THAT BREAKS NEW GROUND IN MORE WAYS THAN ONE. IT'S NOT ONLY THE MOST TECHNOLOGICALLY ADVANCED SUPER MARIO GAME EVER—IT USES THE SUPER FX² CHIP TO CREATE AMAZING SCALING EFFECTS AND THE MOST GIGANTIC ENEMIES YOU'VE EVER SEEN—IT'S A TREAT TO BEHOLD, WITH A BRIGHT, LIVELY STYLE OF ANIMATION AND MORE THAN 60 LEVELS. THE 16-MEG WORK-IN-PROGRESS HAS MORE ACTION PACKED IN THAN YOU CAN SHAKE A PLUNGER AT.

Something old, something new—there's a little of both on Yoshi's Island. It's packed with some of the same kind of magical fun that made Super Mario World a blast to play, but it's even bigger and better!

Baby Mario will be dwarfed by some of the island beasts. The FX2 chip makes huge enemies possible—watch for mondo mouths lurking in the lava, and be prepared for big battles with bosses!

VERSARY, MARIO!

Shy Guys and rotund duck-men are among the islanders.

It's not always easy—even for Yoshi—to avoid island pitfalls.

For fans of the original Super NES adventure, there are touches from Super Mario World—such as Boo Buddies and P-Switches—here and there.

Don't turn your back on the Big Boo! He'll take a bite out of your backsides!

The stages vary in length and difficulty, but it always feels good to get to the Goal, especially when there's another Yoshi waiting to congratulate you. As you'd expect from a Miyamoto game, there's even a secret to tripping the goal line.

Yoshi's Island is a complex maze packed with all sorts of stages. In the most difficult levels, you'll find one or more midpoint goals in addition to the final goal.

THE STORK IS STALKED

WHEN THE STORK SCREWS UP AND DROPS BABY MARIO FROM HIS DELIVERY DIAPER, HE LANDS ON AN ISLAND FAR FROM HIS INTENDED DESTINATION. THE GOOD NEWS IS THAT HE LANDS IN THE MIDST OF FRIENDLY FACES. THE BAD NEWS: THE REST OF THE ISLAND'S INHABITANTS AREN'T SO GLAD TO SEE HIM.

Before his antics in the Mushroom Kingdom, before his famous rivalry with Bowser, before Princess Toadstool can even get herself into a pickle for the first time, baby Mario lands smack in the middle of trouble on Yoshi's Island. And when Mario finds trouble, adventure ensues. In fact, you might say that Mario cut his teeth on adventure.

Luckily for him, he's immediately surrounded by Yoshis who decide to team up to return him to the Mushroom Kingdom, and that's when the adventure begins. Although the baby can't tell the Yoshis where he was supposed to land, he has with him the stork's map, which pinpoints the place where he should have been dropped. Since he is, of course, too young to walk, he'll ride on the Yoshis' backs and will be passed from one to the next as he is returned to his rightful home. And on Yoshi's Island, no trip is ever easy!

Even with a baby on board, Yoshi can fly moderate distances. He can reach platforms overhead, he can fly over short enemies, and he can reach out-of-the-way nooks. His landing skills are precise, so he can set himself down just where he wants to be. He can also lap up enemies while flying.

Just when it looks like Yoshi and Mario have come to a dead end, a seed pops from a cloud, falls to the ground, and grows into a flower right before their eyes. Yoshi can easily make the jumps from leaf to leaf.

One surprising enemy emerges from a flower pot! How in the world can a baby fight a ghost this size?

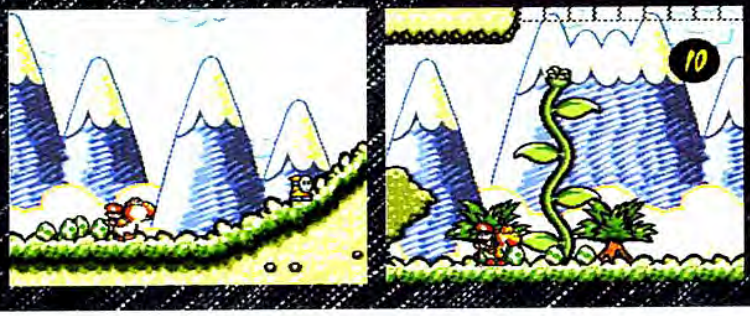
All of the Yoshis are gifted with amazing tongues that they can use to gobble up things, attack enemies and move objects. Eat first, ask questions later.
Yoshi can gobble up enemies and objects, then transform them into eggs. He can carry six of the eggs, which trail behind him, at a time. We don't know how he does it!
The targeting talent is new to Yoshi's Island. Players first activate the device, next they set it to strike a target, then they let the egg fly. It's useful for attacking enemies, for shooting down objects floating overhead, and for blasting out sections of wall. Players can choose from a couple of controller configurations.
Yoshi can do more than stomp on enemies in this game. He can target them with the eggs he collects and nails them with pinpoint accuracy. What an arm!

OH, BABY! IT'S NEW TURF FOR MA

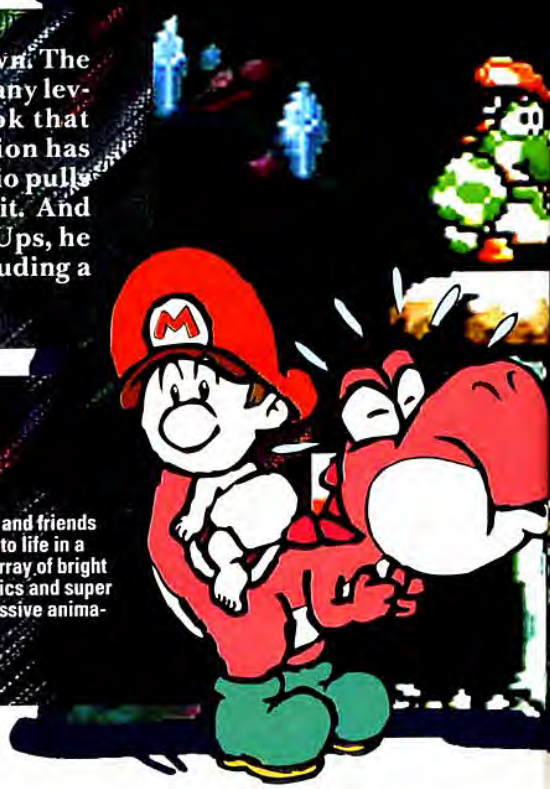
IT'S HARD TO BELIEVE, BUT YOSHI'S ISLAND IS PROOF: MARIO WAS BORN WITHOUT A MUSTACHE! HE HAS HIS MARIO HAT ON, BUT THAT'S HIS ONLY PIECE OF FAMILIAR CLOTHING IN THIS ADVENTURE. AND A QUICK LOOK AROUND MAKES IT CLEAR THAT HE'S ON NEW TURF.

Mario takes a back seat—literally—to Yoshi in this new "prequel." Yoshi takes control, and Mario's just along for the ride. (He is just a newborn, after all!) And besides, this is Yoshi's home turf—he's supposed to know his way around. When it comes to fighting giant Piranha Plants and picking the right paths in complex mazes, Yoshi's in charge.

Yoshi's Island has a style all its own. The graphics vary from area to area, but many levels have a unique, hand-sketched look that screams fun. The cartoon-like animation has hilarious detail. When Yoshi ducks, Mario pulls his hat down over his eyes and follows suit. And when Yoshi finds special Power-Ups, he morphs into different objects, including a helicopter and a submarine.



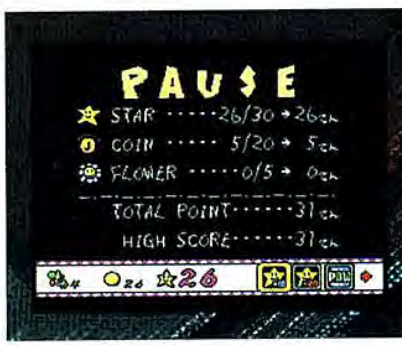
Yoshi and friends come to life in a rich array of bright graphics and super expressive animation.



Mario might not be able to talk, but the boy has a healthy set of lungs. If the Yoshis ever drop Mario, he'll start to wail at the top of his lungs, and he won't shut up until they catch him. If they don't catch the flying baby in time, a band of wicked magicians will snatch him! Mario can fly solo safely, only when he finds a cape.

It's Caped Kid! When Mario finds a star, he'll get a cape that lets him run up the wall.

If Yoshi drops Mario, he'll float up in a bubble, crying his eyes out. Yoshi has to act fast to catch him.



The game keeps track of players' stats for each level. Lucky players will have a chance to try one of several bonus challenges in which they can win 1-Ups and other Power-Ups or coins.

WATCH NP FOR COMPLETE MAPS, TIPS & TRICKS... COMING SOON!

STREET FIGHTER II™

The Tournament to name the ultimate World Warrior has begun again. This time the tournament moves to the Game Boy, so Street Fighter Fans will be fighting in the streets... or anywhere else they want to go!

© Capcom Co., LTD. 1991, '92, '93, '94, '95

HAND-TO-HAND HELD COMBAT

If you're a fan of Street Fighter II—and who isn't—you've gotta love it: Nintendo is bringing Capcom's classic to Game Boy. Starting in September you'll be able to take it on the road. While most of the moves are the same as they are in the various Super NES versions, the timing is very different so it will take practice before you can put together combos with any confidence. The impressive features of this game show up when you plug it into a Super Game Boy. Each of the stage backgrounds is enhanced by matching borders, giving you a full-screen look with a smaller play field. The two-player game also works with the Super Game Boy so you'll need only one Game Pak to challenge your friends.

MODES OF PLAY

NORMAL MODE

The Normal mode allows you to take on the computer controlled fighters in your quest to the top. The computer can be tough to best, so beware!

If you lose twice to the same fighter, you're out of the Tournament.

VERSUS MODE

In the Versus mode you can challenge your friends to a match. If you have a Super Game Boy, you can play with one Game Pak.

You'll need two Game Paks and two Game Boys to play the Versus mode without a Super Game Boy.

SURVIVAL MODE

The Survival mode is similar to the Normal game, but you get only one chance to beat each opponent. If you lose, you're out!

It will take quick reflexes to win the Survival Mode tournament.

M. BISON

One of the questions that most Street Fighter fans (including this one) will ask is how you play as M. Bison. As far as we know, you can't, but you'll face him when you enter the tournament! If you really want to beat him, you'll need to be patient and block his attacks until you see an opening. If you do manage to get a blow to connect, keep attacking him. If he gets back up, you're finished.

SURVIVAL MODE

If you choose to play the Survival mode, M. Bison may appear at any time. You may face him in the first round, but you may not see him until the last! He is much easier to beat in the Survival mode, but you'll get only one chance.

M. Bison is easier to beat in the Survival mode than he is in the Normal game.

If you beat M. Bison this time, you'll be the new champion. Good Luck!

NORMAL MODE

M. Bison appears only at the end of the of the game when you play the Normal mode. He's tough to beat, so you'd better be ready—after all, he is the last boss in the game!

CHUN LI

AS CHUN LI

Chun Li's attacks are not as strong as some of the other fighters', but her speed helps make up for her shortcomings. Jump at your enemy, hit him, then jump away.

When someone comes at you with an air attack, strike back with the Whirlwind Kick.

MOVES

Hold Down, then press Up and a Kick to start her Whirlwind Kick. As she is moving across the screen, repeatedly press the Kick button. When Chun Li lands, she'll immediately hit her opponent with a Lightning Kick.

Hit Back, Down, Forward and a Punch to throw a Fireball.

AGAINST CHUN LI

Chun Li can be tough for slower characters to beat, so continue to block her attacks and try to work her into the corner. If you succeed, you'll be able to finish her quickly before she can escape and really ruin your day.

Watch out for Chun Li's Fireball! It flies fast and is hard to avoid.

GUILE

AS GUILE

Keep your enemies at bay by using your Sonic Boom and Backhand Punches. If enemies get too close, use the Flash Kick to knock them back. The Flash Kick is also a good defense against many of the special attacks that will come your way.

Guile is quick, so use his speed to your advantage.

AGAINST GUILE

Guile likes to hit you with his Sonic Boom then follow it up with a second attack. Your best defense is to block, rather than jump, the Boom.

If you want to avoid damage, dodge Guile's attack by ducking rather than jumping.

MOVES

Guile is a good character to use if you want to hit your opponent with a quick combo. Hold Back for two seconds, then press Forward and a Punch to throw the Sonic Boom. When it hits, jump in, hold Down, then press Up and a Kick for the Flash Kick.

KEN

AS KEN

Ken's fighting style is similar to Ryu's, but he tends to be a little stronger and a little slower. If you are having trouble beating your enemies, try throwing Fireballs, and when they jump over them, hit them with the Dragon Punch.

Try getting in close to your opponent then smacking them with a Dragon Punch.

MOVES

Because both Ken and Ryu studied under the same master, they have similar special moves. Use the Hurricane Kick in combination with the Dragon Punch to inflict heavy damage on your enemy.

AGAINST KEN

Mix up your attacks when you face Ken. He can beat you if you're not careful, so try countering his attacks. When he attacks low, hit him with a jump kick, and when he takes to the air knock him off his feet when he lands.

You can block Ken's special moves if you need to, but you'll still take some damage.

ZANGIEF

AS ZANGIEF

He's slow but very, very strong. Every time your punches connect, your opponent cringes in pain. Take advantage of this strength and try to back your enemy into the corner, making it difficult for him to pull off a special move. Once you grab your enemy, crush him.

Most of Zangief's moves are throws, but he's got a few other tricks you can use if your enemy isn't paying attention.

AGAINST ZANGIEF

Stay away from this guy! Try to hit him from a distance with missiles or jump kicks. If you can stay away from him you'll have a much better chance of surviving the battle. Only a fool would fight Zangief up close. Once he gets his hands on you, you'll have a tough time blocking his attacks.

Don't let Zangief get his hands on you. He likes to break things, especially legs and arms!

MOVES

Press a Kick and Punch at the same time to hit your opponent with a Spinning Clothesline, then press Forward, Down, Back, Up and Punch to finish him with the Spinning Piledriver.

BLANKA

AS BLANKA

If all else fails, shock your opponent with an electric charge! While it may be dirty fighting, it works most of the time.

Take advantage of your great strength when you fight by getting close to your opponents then hitting them with every move you have.

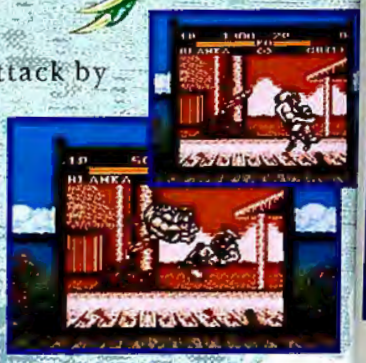
AGAINST BLANKA

Avoiding Blanka's Rolling Attack is a tough task. When he starts his charge, jump over him or use a missile attack to drop him. If he tries to shock you, your best bet is to keep your distance.

If he tries to stop you with his electicity, hit him with a Fireball or other distance attack.

MOVES

Use the Rolling Attack by holding Back for two seconds, then push Forward with either a Punch or Kick. When you're close to your opponent, follow up with a Brain Muncher by pressing Forward and Punch.



RYU

AS RYU

While you may be familiar with Ryu's special moves, using his other attacks is often a better path to victory. Use Ryu's speed advantage to get close to your enemy, then try tossing him to the ground.

Ryu is a great all-around fighter, perfect for beginning players.

AGAINST RYU

Ryu's two favorite moves are his Dragon Punch and his Fireball. You can block his Fireball if you need to, but timing your jump to get over it will put you in a strong attack position. If he throws the Dragon Punch, just back off until he's done dancing around.

Pull back when he uses his Dragon Punch, then hit him with a high kick to knock him down.

MOVES

You can't miss with Ryu's classic special moves. Press Down, Down/Back and Back with a Kick to use the Spin Kick or press Forward, Down, Down/Forward with a Punch to use the Dragon Punch. Either way, your opponent will lose some teeth!

BALROG

AS BALROG

It is fairly easy to link up Balrog's special punches in this version of Street Fighter II. If you connect a special attack like the Dash Punch, throw your next move immediately so you hit your opponents as they stand back up.

Balrog walks slowly, so use your charge or jump attacks to move in on your opponents. If you get your enemy on the ropes, give him an uppercut!

AGAINST BALROG

Balrog tends to fight rather than block your attacks, making him vulnerable to foot sweeps and air attacks. If you can avoid his punch and sweep him with a foot all in one move, you can hit him with anything you want when he gets back up.

As with any boxer, the key to fighting Balrog is to hit him when his guard is down.

MOVES

Most of Balrog's moves are punches, so you had better learn a good one! Hold Back then hit Forward and Punch at the same time.

SAGAT

AS SAGAT

Sagat has a deadly combination of speed and reach. Take advantage of these attributes to keep your enemy on the ropes, or he will find you easy to hit!

If your opponent won't come to you, hit him with a Tiger Shot by pressing Down, Forward and Punch.

MOVES

For a fancy combo, try using a Tiger Knee by pressing Down, Forward, Forward/Up and Kick. If you connect with the Knee, you can follow it up with a Tiger Uppercut by pressing Forward, Down, Down/Forward and Punch.

AGAINST SAGAT

When facing Sagat, it is important to avoid his long reach. Both his punch and kick have extended reach, which make it difficult to avoid his hits. Try to time your blocks to stop his blows, then quickly return with a fast barrage.

Both in the air and on the ground, Sagat can be difficult to beat. Watch out for his long reach!

TOMORROW'S GAME GURUS LEARN ALL DAY AND ALL OF THE NIGHT

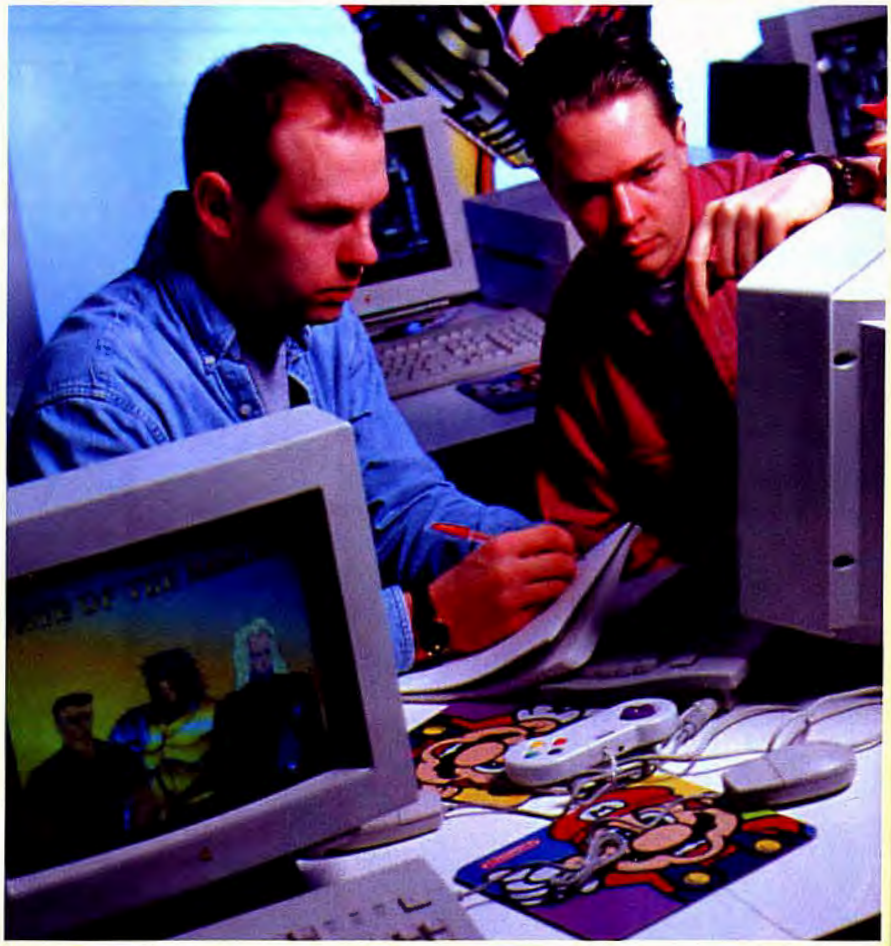
GOING TO CO

Longtime gamers know that the magic is in the software. But developing gotta-have games has never been easy, and it will only get tougher as new technologies push programmers' skills to the max. That's why Nintendo of America has helped set up DigiPen Applied Computer Graphics School. It's the first school in North America dedicated to teaching video-game programming.

Based in Vancouver, British Columbia, only a few hours' drive from NOA headquarters in Redmond, Washington, DigiPen opened its doors in September 1994 to an inaugural class of 30. In two years of nonstop schooling, these students will learn the ins and outs of computer graphics, animation and code-writing. The curriculum focuses on the technical side of game creation, but ample attention is also given to developing compelling characters and plots, or "storyboarding."

Getting into DigiPen isn't easy. School officials waded through 1,300 applications from around the world before picking the lucky 30, who range in age from 18 to 26. Despite the stiff competition, DigiPen accepts students who have not attended college and actually prefers applicants who have no programming experience. That way, every student starts off on equal footing.

Starting a whole new type of school isn't easy. That's why NOA and DigiPen faculty members took nearly two years to develop the curriculum. The NOA team, led by project manager and software engineer, Jim Merrick, is keeping tabs on the first class's progress. NOA is also supporting the school by providing hardware and special programming software for the Super NES, free of charge.



The game design process begins with students roughing out a storyboard.

E COLLEGE

FANTASY FACTORY

Student Patrick Meehan designed this poster for Dungeons of Passage.

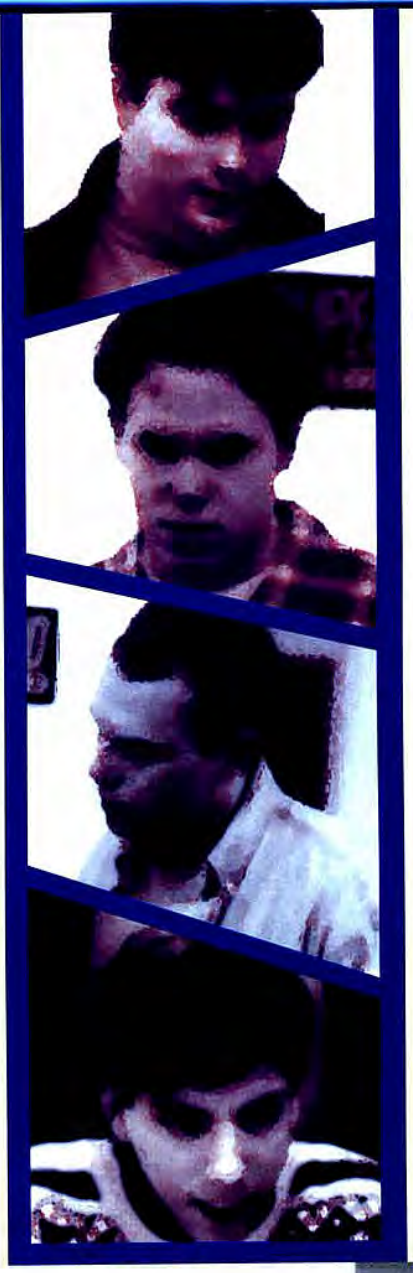
How successful is the DigiPen approach? When Nintendo Power visited the school in March, students had begun developing 20 games, including an RPG, a running-and-jumping platform game and an arcade-style shoot-'em-up. By working on multiple teams, each student actually has a hand in creating several games. Though not quite ready for prime time, the games show great potential. Not bad for novices who just a few months earlier thought machine language was what the Terminator used.

As important as technical skills are, DigiPen teachers put almost as much emphasis on working in teams. "We don't want Lone Rangers," says DigiPen founder and President Claude Comair, who points out that developing the best games requires a team of specialists working closely together for months.

That feeling is seconded by student Patrick Meehan. The toughest part of game design, he says, is "keeping everyone focused during the six months it takes to make a game. The challenge is to keep the whole thing from spontaneously combusting."

As Patrick talks, he works on a side-scroller called Dungeons of Passage. Traveling through a Gothic castle, the hero has a hard time leaping up to a platform. With a few clicks of his Power Mac mouse, Patrick reveals the wireframe beneath the stonework, shortens the platform, and replaces the stonework. The hero then makes the leap on his first try.

The atmosphere inside DigiPen crackles with the energy of apprentices in love with their work. In class, the eager students bark questions at their teachers. During lab time, they huddle together, discussing the finer points of game design. These youthful code-jockeys only stop to eat, sleep and dash to the espresso bar downstairs for caffeine-and-glucose breaks. After a full day of classes and another two hours of one-on-one tutoring in the evening, students work until school officials drag them from their Power Macs at 10:00 each night. The next morning they're back at their desks at 9:00, ready and eager for another day of cranking code.



A REAL MOVER AND SHAKER

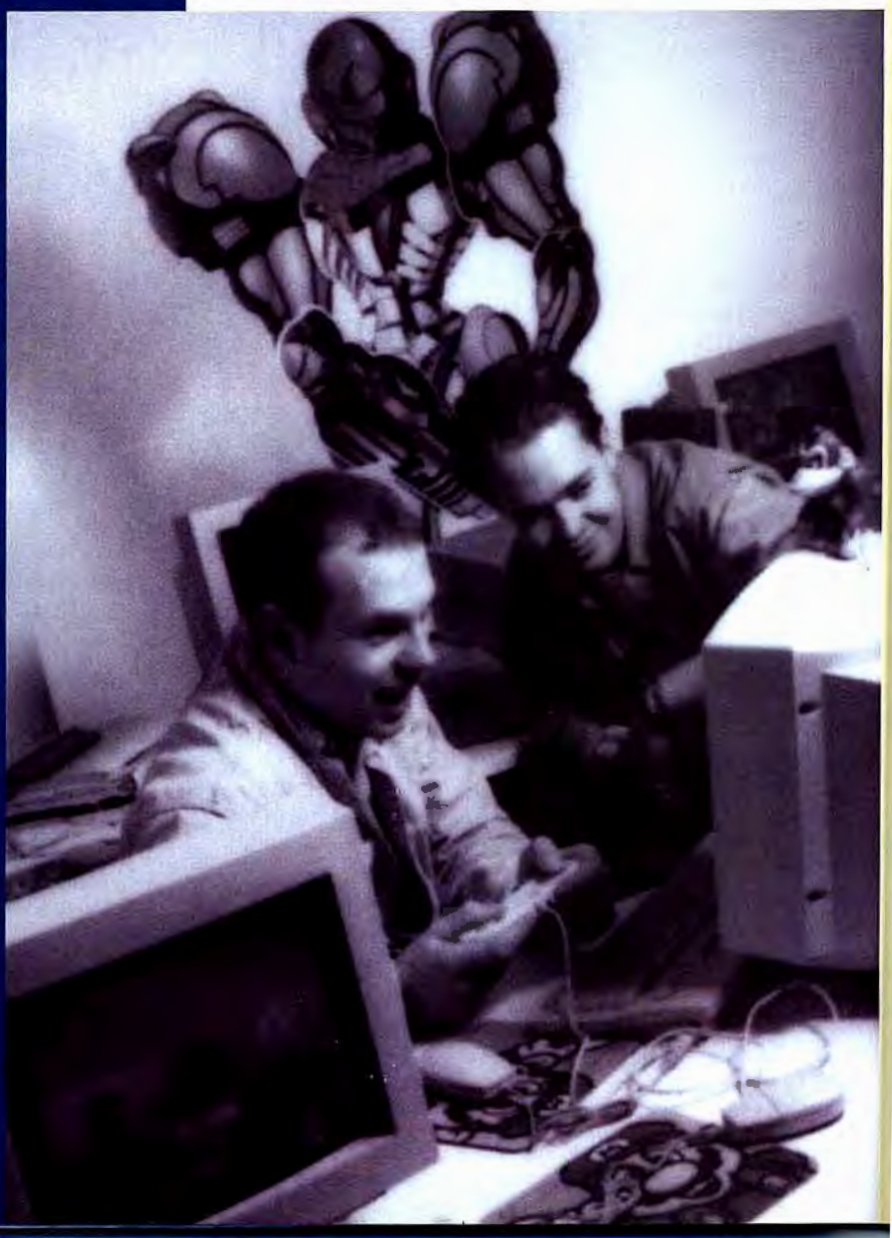
Question: What do earthquakes have to do with video-game programming? Answer: A lot! DigiPen President Claude Comair began his career by getting advanced degrees in civil engineering and architecture in his native France. Putting those skills together, he went to Japan and began studying ways to make buildings seismically safe. Too impatient to wait for an earthquake to hit so he could studythe results, Claude began running computer simulations of buildings collapsing.

After moving to Vancouver in 1988, Claude formed DigiPen to perform computer simulations full-time. Faced with a shortage of skilled workers, Claude began teaching computer animation to students from a nearby arts school. Recognizing that the next generation of game programmers would need many of the skills he was already teaching, Claude approached NOA President Minoru Arakawa in 1992 with the idea of starting a formal school. The rest, as they say, is history.

It's hard to keep up with the ever-ebullient Claude. One moment he's discussing the intricacies of the World Wide Web, and the next he's expounding on Canadian politics. So what drives this modern-day renaissance man and his team of game-crazy teachers? "We are all engineers with a child still in us," he laughs.

DigiPen President Claude Comair makes a point in class.

FOR MORE INFO



With one teacher for every six students, there's lots of time for one-on-one instruction.

HOW TO GET IN

Applicants to the The Art and Science of 2D and 3D Video Game Programming, a Super NES Game Programming Course, must have graduated from high school or its equivalent. They must also take an entrance examination that covers math skills and the ability to create ideas for games. The advisory committee also considers the applicant's grades, letters of recommendation and relevant work experience. Non-native English speakers must provide TOEFL scores from a standard test on English proficiency. No programming skills are required.

The school recommends applicants have a solid background in mathematics, physics, chemistry, literature and the arts. Tuition is $8,500 (Canadian) per year.

DigiPen Computer Graphics Inc.
530 Hornby St., Fifth Floor
Vancouver, BC, Canada V6C 2E7
Telephone (604) 682-0300
Fax (604) 682-0310
www.digipen.com

DigiPen

A TWO-YEAR CRAM

So you want to be a video-game programmer? Then it's time for some serious sharpening of your brain cells. At DigiPen, students begin by learning how to program in the C and C++ languages. They also study basics of computer hardware and the elements of computer math and graphics. There's lots to learn in such esoteric fields as algorithms, Boolean algebra and 2-D and 3-D transformation and curves. The students also learn VU™, a 3-D programming language developed by DigiPen President Claude Comair.

You have to be more than a strict wirehead to cut it at DigiPen, though. Later in their first year, students learn about artistic issues involved in designing good games, including writing and presenting storyboards, composing and coordinating a soundtrack, and using animation and live video in game programming. In the summer, the students practice, practice, practice, taking only a six-week break before coming back for more in the fall.

Maybe you'll play a DigiPen RPG someday on your Super NES.

With the basics out of the way, students spend their second year tying their skills together so they can produce games. Besides more course work in storyboards, game concepts and computer graphics, students learn about machine-language programming. Finally, they're ready to learn about Super NES programming. The students finish at DigiPen by designing and implementing a complete video game for the Super NES.

Sound tough? Well, these students love it so much that they have to be pushed out the door when the school closes every night. Indeed, the students' workaholic habits so concern Claude that he plans to institute mandatory physical education this fall.

Game designers run and jump to DigiPen in Vancouver, British Columbia.

In the world of the future, steel and concrete choke the landscape. The builders of the urban jungle endanger the delicate balance of life for their own gain. But even in this world, there is one who still cares. He is called The Ghost Who Walks....The Phantom!

COMIC TO VIDEO GAME

For years, fans have been thrilled by The Phantom's exploits in his daily comic strip. Now updated for the 90's, The Ghost Who Walks is capturing the imaginations of another generation in a new comic book, an animated TV series and a very slick Super NES game. Developed by Viacom New Media, Phantom 2040 plays much like Super Metroid, with lots of areas to explore, a whole rack of weapons, and an Inductance Rope that's similar to Samus's grappling beam. While there's no shortage of action, the most refreshing thing about this title is the depth of its plot. You play the role of Kit Walker, college student and superhero. You are the 24th person to bear the mantle of The Phantom, a hereditary duty passed down to you by your father. What is the secret of the Ghost Jungle? And how is it tied into Rebecca Madison's plot to revive her husband and control the city of Metropia? As The Phantom, it's your job to find out!

PHANTOM 2040™

© 1995 VIACOM INTERNATIONAL, INC. Phantom characters and related properties © 1995 Hearst Entertainment, Inc./King Features Syndicate, Inc.

AT YOUR FINGERTIPS

Besides a variety of weapons, you'll find helpful Power-Ups throughout the game. Some items work automatically when they are picked up, while others must be selected or activated when you're on the inventory screen.

WEAPON
Increases shooting weapon power by one level.

ROPE
Increases length of the Inductance Rope.

SMALL SKULL
Partially replenishes the Spirit (Life) Bar.

ENERGY CELLS
Partially replenishes the Energy Bar.

LARGE SKULL
Replenishes a greater amount of the Spirit Bar.

ENERGY AID KIT
Completely refills the Energy Bar.

ENERGY LENGTH
Increases size of the Energy Bar, which is the weapons reservoir.

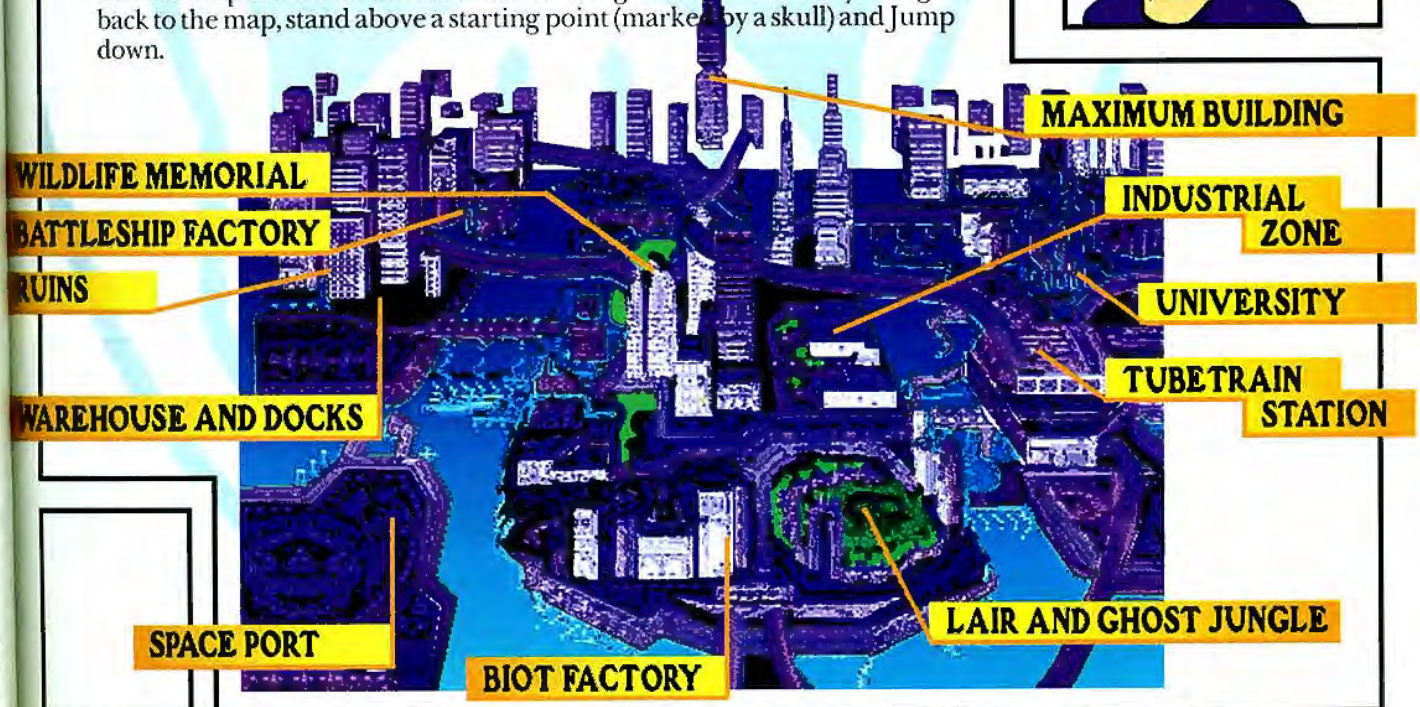
FIRST AID KIT
Completely refills the Spirit Bar.

SPIRIT LENGTH
Increases the length of the Spirit Bar.

PHANTOM HEAD
Adds one life.

METROPIA CITY UNDER SIEGE

Use the map in The Phantom's Lair to navigate around the city. To get back to the map, stand above a starting point (marked by a skull) and Jump down.



THE UNIVERSITY AND LAB

Rogue biots (humanoid robots) have attacked a lab operated by your friend and mentor, Professor Jack Archer. If you go left and rescue the lab technician hidden on a lower level, you can end the stage without fighting a bunch of robots and a flying hypercruiser, but you'll also lose a chance to pick up an important weapon.

THE PROF

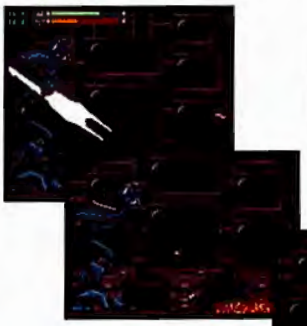
Archer has disappeared! What was he working on that's so important?

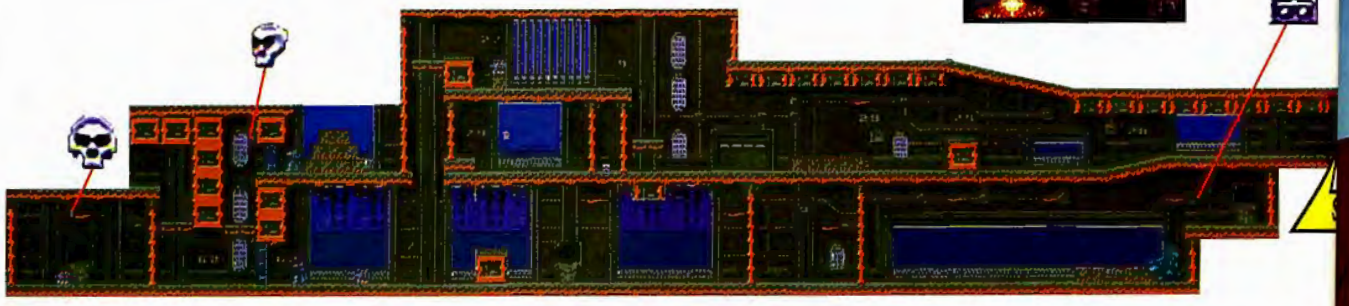
THE WAREHOUSE

The cruiser was owned by Dines Industries, which is down on the Docks. The upper or lower door of their warehouse will be open, and depending on what you did in the first stage, the floor plan may differ a bit from what's shown here. Either way, though, it shouldn't be hard to find something (or someone!) interesting in here.

ROBOT SUIT

Graft's toys are almost as good as yours! Use the Rope to direct your shots at vulnerable spots and dodge incoming fire.





SWING UP

Use the Inductance Rope to scale the buildings and find Power-Ups. It only works when you Jump first!

REBELLIOUS ROBOTS

A biot is piloting a hyper-cruiser? Use the platforms to dodge the cruiser as it glides back and forth. Shoot the windshield to bring it down.

NOT MUCH

The lab seems a logical place to look for clues, but it yields little information at this point. Take note of the layout for future reference, though, as you'll definitely be back.

GRAB PELLETS

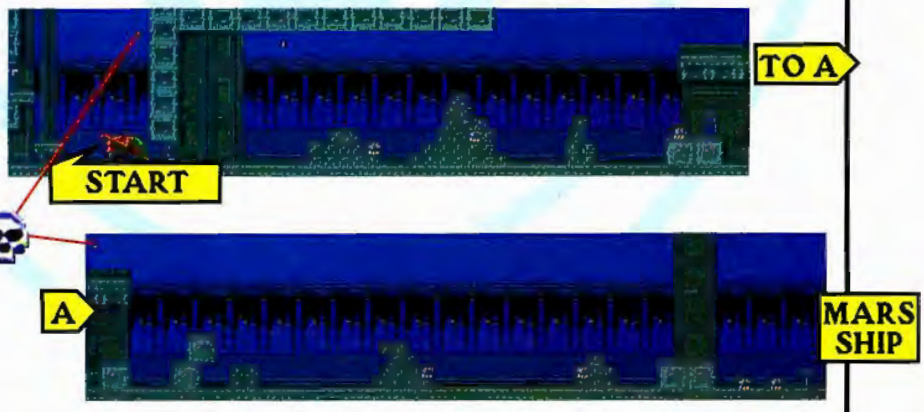
The cruiser drops a crate as it blows up. Blast it to reveal the Fire Retardant Pellets.

THE DOCKS

After turning Graft's suit into scrap metal and adding the Breaker ammo to your inventory, you decide to explore the rest of the area. Head to the right, but keep your weapons ready. The path leads to a gunship crammed with mercenaries!

POWER-UP

Don't use the First Aid Kit right away unless you absolutely have to. You may need it to get you through the short but grueling gunship stage.



TRAFFIC JAM

Tracker escapes and leads you on a merry chase through the skyways of Metropia. If you're handy with the Rope, grab the Power-Ups dangling below and between the air cars. With the biots getting tougher, you'll need them. Rush hour was never like this!

FREE FALLIN'

Hanging from an air car's chassis can give you a good angle to attack. Just be sure there's a car below you before letting go!

THE MAXIMUM BUILDING

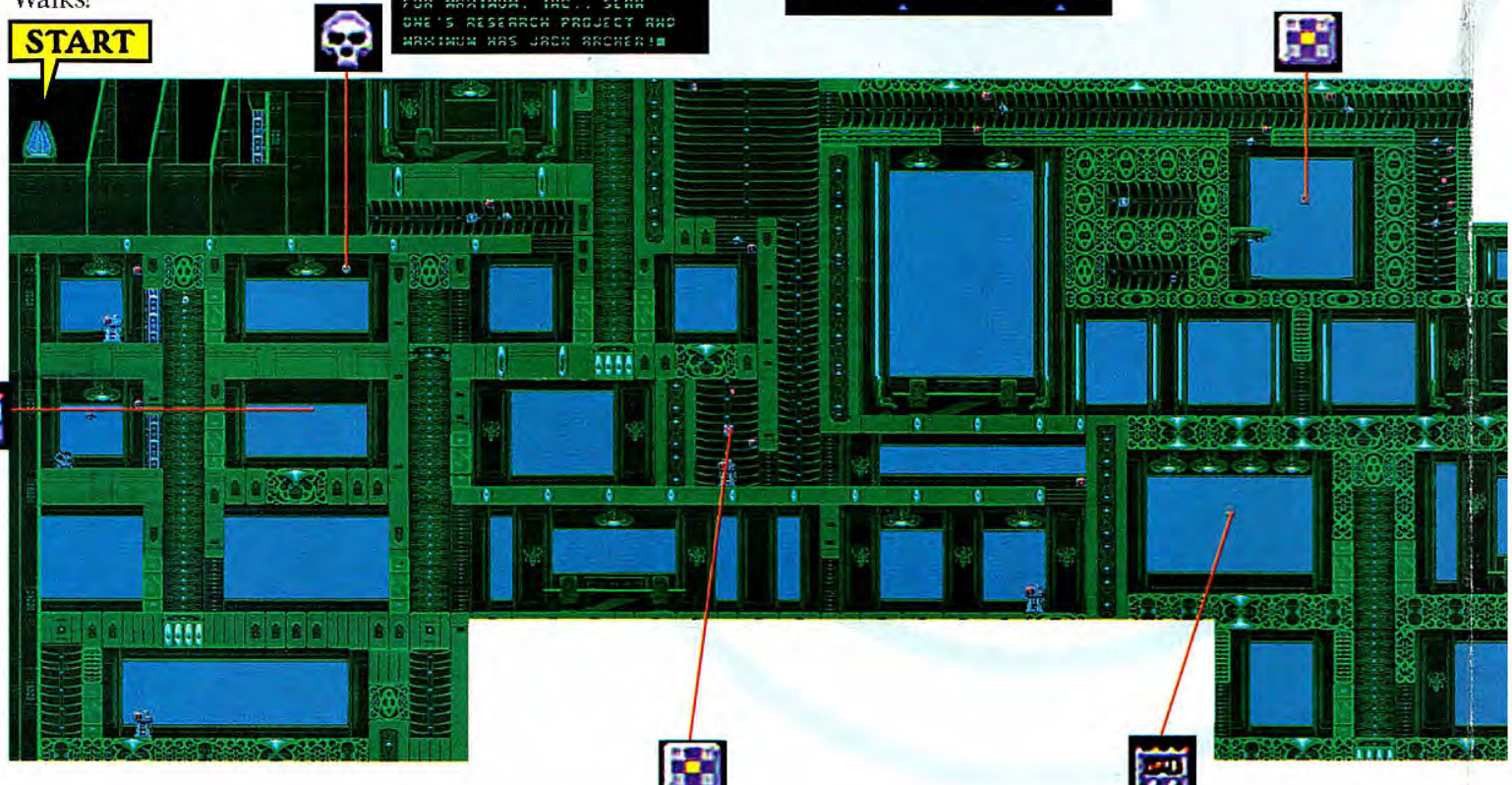
Though the Invisibility power is only temporary, it will enable you to slip into Maximum, Inc. Now you truly are The Ghost Who Walks!

GATES OF MAX

The maze of rooms is connected by passages that can only be accessed by shooting the doors and numbered security terminals.

YOU'LL BE BACK

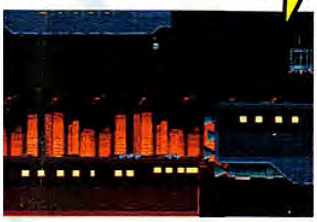
Even if you find Archer, the fight with Maximum won't be over yet. You'll eventually return to this area, so you might want to make a map of the place as you go along.

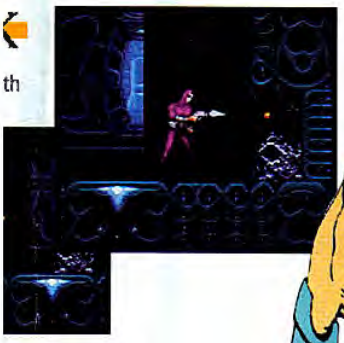


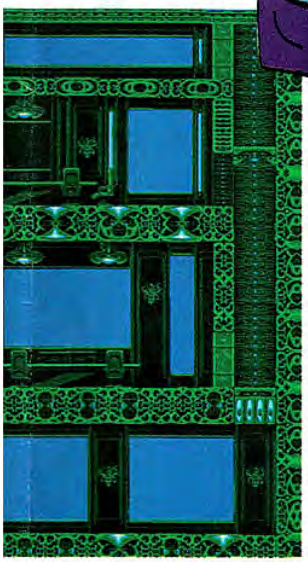
BIOTS ALL ABOUT

Your weapons get better as you collect power-ups, but so do your biot enemies. Some will now take multiple shots to destroy.

FIGHT TRACKER

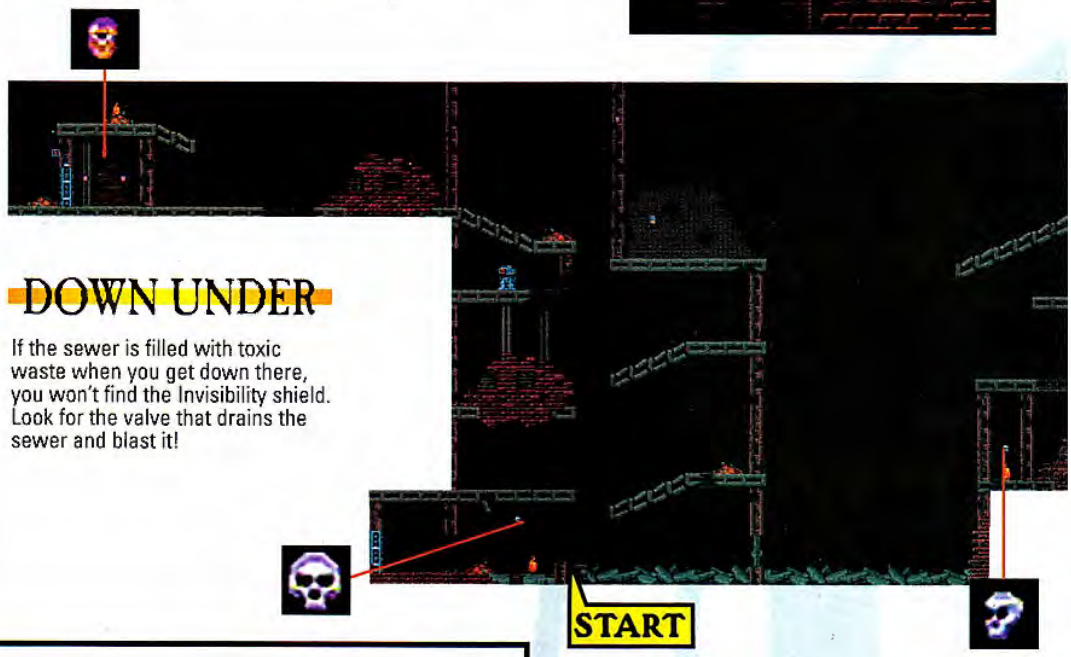






THE RUINS

Cairo says that Archer is a prisoner in the Maximum building, but you must first go to the Ruins to get the Invisibility shield.



DOWN UNDER

If the sewer is filled with toxic waste when you get down there, you won't find the Invisibility shield. Look for the valve that drains the sewer and blast it!

AND THE GAME PL

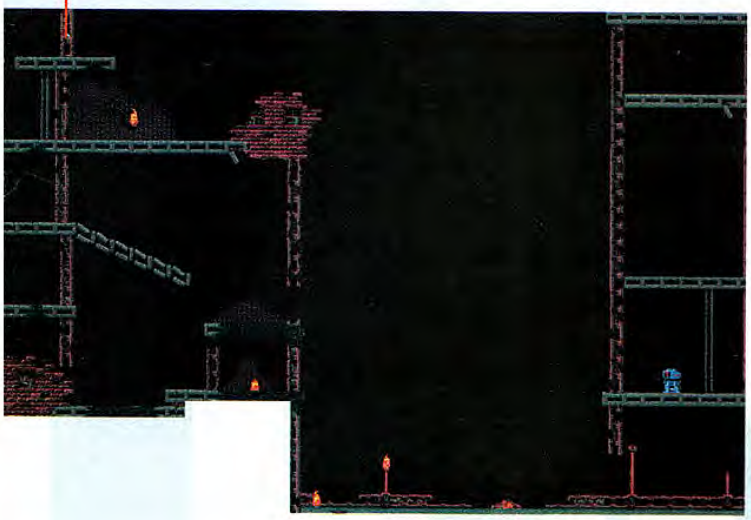
You've just begun to scratch the surface of the Maximum conspiracy, and there's even more mayhem and mystery to come. You must live up to the mantle of The Phantom and stop Rebecca Madison!

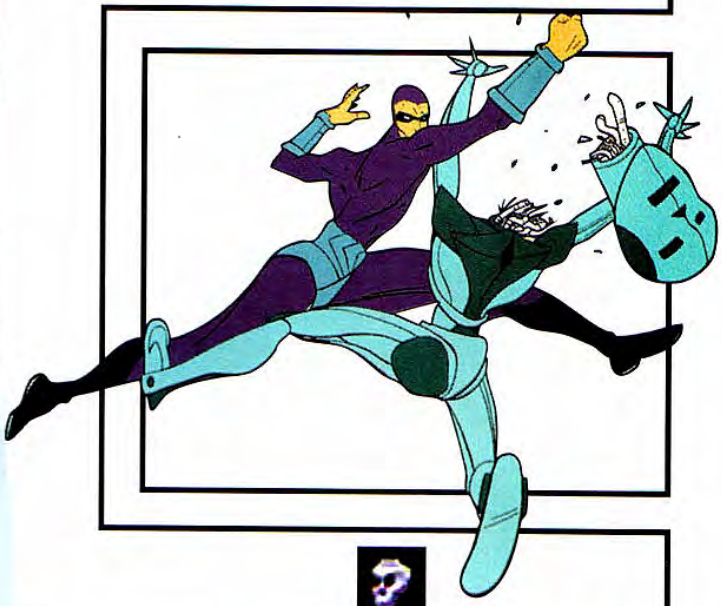
CHARGE!

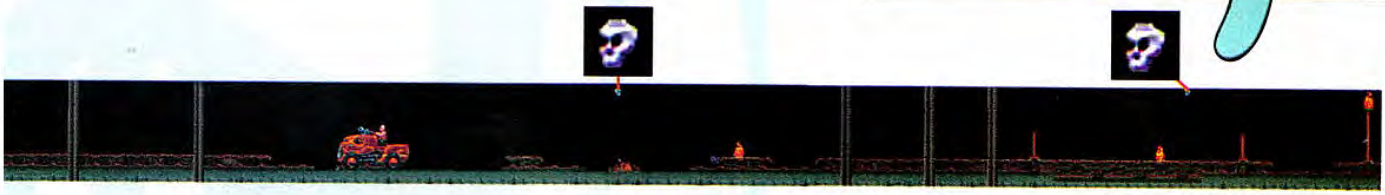
If you stand in one spot, you'll never defeat these guys. If you keep moving forward, you'll eventually get past them.

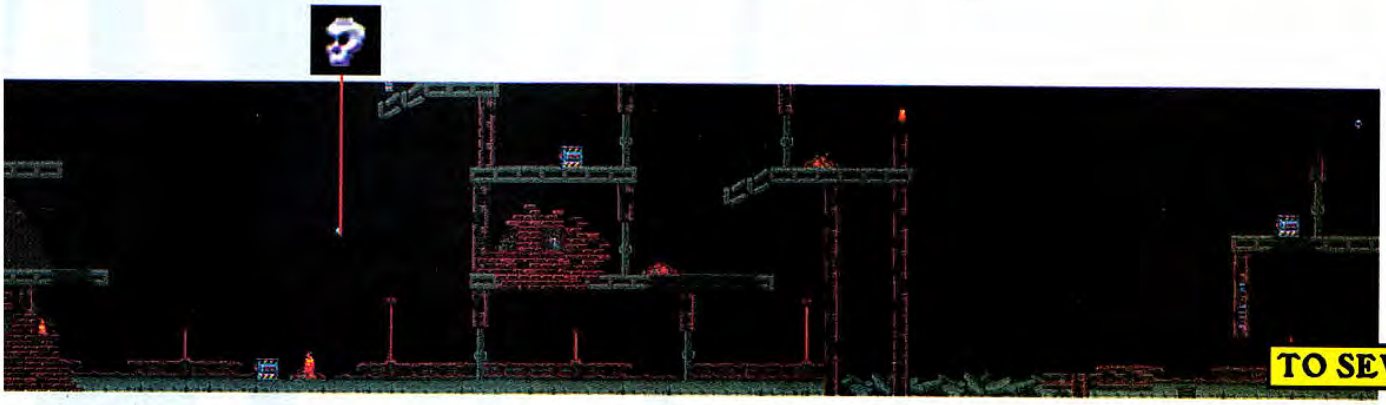
REBELS

The rebels are tougher than other common enemies you've faced so far. They're vulnerable only part of the time, so don't waste ammo.









TO SEWERS

...YED ON

Will Maxwell's hatred for you endanger his mother's master plan? Only time and skill will tell!

KILLER INSTINCT™

COMING SOON TO
YOUR SUPER NES
FROM NINTENDO

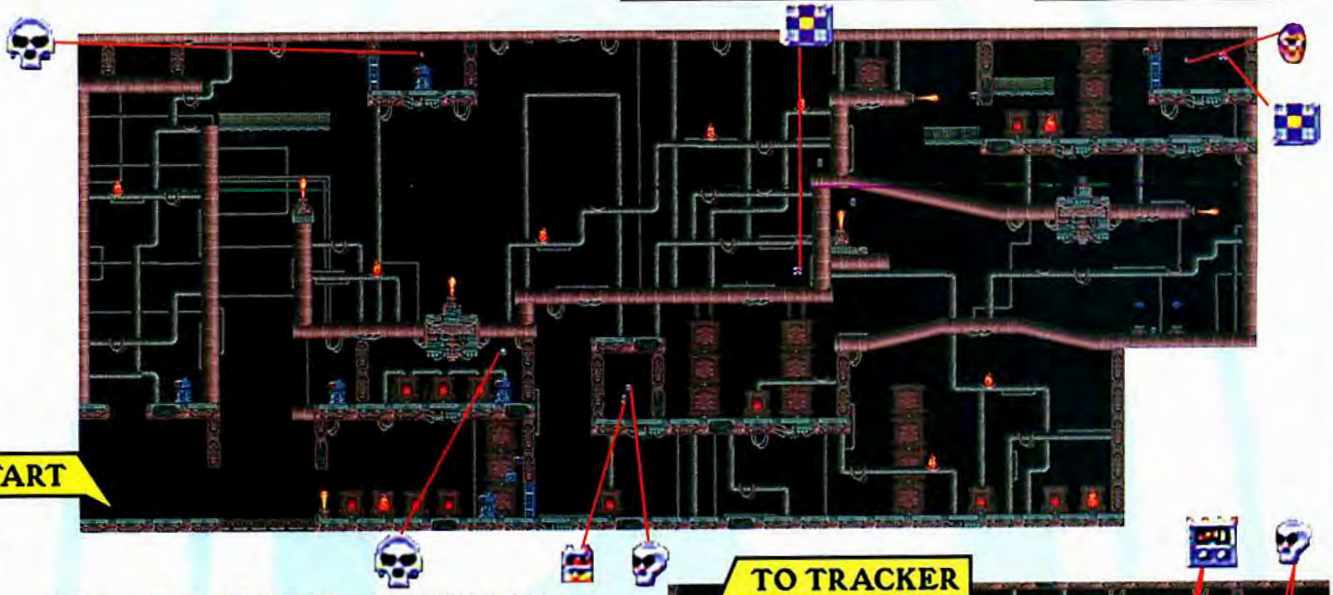
1994,1995 NINTENDO/RARE

INDUSTRIAL ZONE

By intercepting the mercenaries' transmission, you learn that Tracker and a rare panther are somehow wrapped up in all of this. Whatever it means, you've got to save that animal!

HELP!

You also find out about a new, deadly weapon. Was Archer a willing partner, or was he somehow forced?

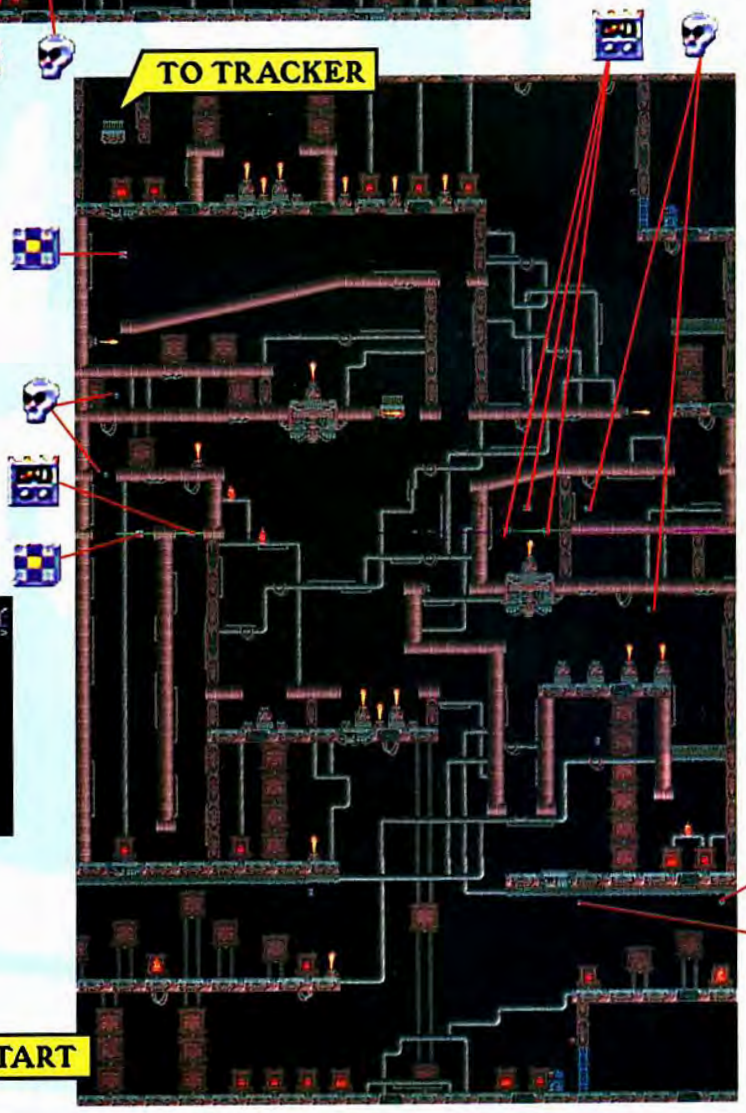


ADD TO YOUR ARSENAL

Your main aim here is to follow Tracker, but you should first collect as many Power-Ups as you can. Zone 1 has a 1-Up and a Rope icon, which you'll need to exit this stage.

FLYING FURIES

The exit is at the top left corner of Zone 2, and you'll have to wade through an entire squadron of flying biots to reach it. Use the Flame Retardant to find Skull icons.



EPIC CENTER

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THE FALL AND RISE OF CIVILIZATION

It seems that civilizations have a habit of disappearing from the scene. Witness the abandoned remains of the Anasazi in the American southwest or the mute statues on Easter Island. So it really shouldn't have come as a shock that Civilization for the Super NES has struggled to survive. But now, Epic Center is pleased to report that Civilization will appear this fall thanks to Koei, which has purchased the game from Microprose. What that means for Super NES epic fans is a gaming experience unlike any other for a video game system. Sid Meier, the creator of the original Civilization for PCs, wanted to imitate the flow of time and stages of growth through which a civilization must pass to become a great power. As the leader of that civilization, you will guide your people in all things, from building cities to directing scientific research. Civilization encompasses all of known human history, beginning with the first farming societies 6,000 years ago and continuing to a future in which mankind reaches out to the stars. How you take your tribe of primitive farmers from the plow to interstellar travel is entirely up to you.

Turns in Civilization take the form of orders and resolutions. During each turn, you begin by ordering units, such as settlers or cavalry, to move or perform tasks. You can also adjust city economies, command production, direct research, engage in diplomacy or go to war. After taking your turn, the computer calculates moves and outcomes for. Koei fans who have played strategy games like P.T.O. and Operation Europe will love the complexities of the war model, but the interface is so easy to learn that anyone can become a world conqueror. For players who like simulations like SimCity, Civilization has great realism. Not only do you build cities, but you explore the continents and sail the seas. You'll commission great works, like the Pyramids, or build universities. Civilization truly is a game of epic proportions. Imagine Alexander or Julius Caesar commanding their nations for 8,000 years. What could they have achieved? When you pick up Koei's Civilization this fall, you may answer that question.

A BREATH OF HOPE

In a surprising move from Capcom, Breath of Fire 2 is back on the production schedule for a probable October release. What that means for RPG fans is that another terrific game is on the way. Some of the major changes to B.O.F. 2 include a three-quarter perspective battle view from behind your party and the ability to adjust your characters' positions far more than in the original B.O.F. using formations like Diamond, Square, and so on. There's also a very cool new attack that makes use of backgrounds like the forest or desert. If a character uses the Wind spell in the desert setting, the background itself adds to the attack by stirring up a huge sandstorm. Another innovation in B.O.F. 2 is that you can build up your hometown during the game by sending special characters there. If you help out a doctor, for instance, he may build a hospital in your town. According to Capcom, the finished game may grow from the 20 megabit Japanese version to 24 megabits. The story takes place 500 years later than the original game, but there will be plenty of familiar faces and ancestors of heroes from Breath of Fire.

Square Soft's ultimate epic takes you through time and space on a desperate mission to save the world.

Chrono Trigger™ ©1995 SQUARE SOFT
©1995 Bird Studio/ Shueisha.
Illustration by Akira Toriyama

From here to eternity... and back again

In the depths of time a horror from space smashed into the earth, killing the dinosaurs and shifting the continents. Millions of years later, the alien that rode in that meteorite has grown, devouring the planet from the inside out. In 1999, Lavos erupts from his subterranean realm and plunges the earth into a dark age. But a slim beam of hope shines from the past. A boy named Crono and his friends have discovered a way to travel through time and, perhaps, to rewrite history.

Chrono Trigger blends adventure and RPG elements in a 32-Megabit masterpiece that will appeal to fans of Zelda and Final Fantasy games alike. It's a gem—polished, brilliant and beautifully presented. It belongs in every game library.

EPIC REVIEW

A Quantum Leap for Crono

Crono, Marle, Lucca, Frog, Robo and Ayla leap through time using the Gate Key to open the Time Gate. The Gate warps them to six periods and places in history from Crono's village to the distant past when dinosaurs roamed the earth, or to the far future where catastrophe has turned the world into a frozen wasteland. Eventually, you'll find a time ship that takes you everywhere directly.

Crono can leap back to any period through the Time Gates at the End of Time. The Time Machine flies through time and space to reach critical places.

Once in a thousand years...

1000 A.D.

The Millennial Fair comes around once every thousand years in the Kingdom of Guardia. Crono's first adventure begins at the fairgrounds, just north of town, where he runs into Marle. Later, Crono, Marle and Lucca find themselves 400 years in the past, trying to rescue the Pincess of Guardia in order to save Marle's life. There they meet Frog, and learn of the war between Guardia and Magus. After defeating the evil Yakra, Crono and his crew return to Guardia Castle where Crono is arrested by the Chancellor and put on trial.

CRONO'S HOUSE
Crono wakes up and heads to the Fair. Return here later for a free, restorative snooze.

TRUCE VILLAGE
Explore Crono's hometown from top to bottom. The Mayor's School teaches you about the game play.

LEENE SQUARE
The festivities are in full swing when Crono arrives. See everything. Do everything. And be nice.

1. Crono's House
2. Millennial Fair
3. Mayor's School
4. Guardia Forest
5. Guardia Castle
6. Lucca's House

You'll literally run into Marle at the Millennial Fair. This is your chance to make a lasting impression. Help her up immediately.

You can change the names of any of the main characters in the game, but you can do so only once.

Earn Silver Points in games of skill, like defeating this robot.

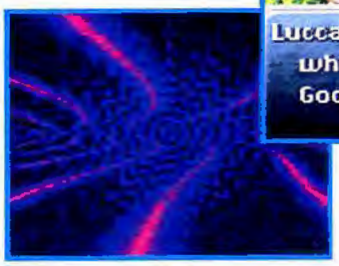
RIGHT CHOICE?

If you use the right-hand pad of Lucca's Time Machine, instead of transporting to 600 A.D., you'll fly forward in time to the Day of Lavos. At this early stage of the game, you can't affect anything in this period. You're just a doomed tourist.

TABAN: Step right on up, any of you who have the time and the courage! Our "Super Dimension Warp" is the invention of the century!

Lucca and her dad show off their Dimension Warp machine for the first time at the Fair. But when Marle tries it, something goes wrong.

Marle spins into the Time Gate and warps back to the year 600 A.D.



Now it's your turn to be a hero and leap into the unknown. Hold on to your clocks!

Marle moves in mysterious ways

Crono drops out of the time warp into a mountain glade. After picking twigs out of his teeth, he sets off down the path. You'll soon discover that Marle has been mistaken for the missing princess. The nearby Cathedral holds the answers to your questions and the first major battles of the game. Stock up on Tonic before entering the Cathedral and upgrade any pieces of equipment that you can at the Market in Truce.

TRUCE CANYON

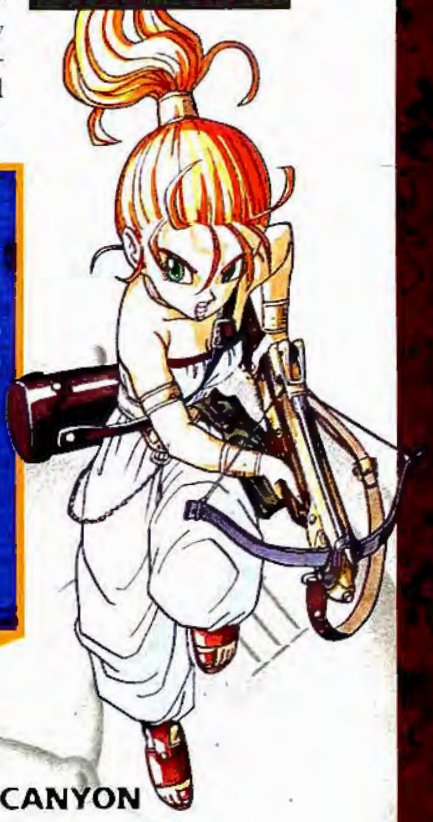
The Canyon is filled with Imps and Rollers. Some of these green greeters leave gifts behind once they're defeated.

GUARDIA CASTLE

Marle waits for you in the castle, but she doesn't hang around for long. Explore the Keep, from the soldiers' quarters to the towers.

THE CATHEDRAL

The sisters in the Cathedral won't pray for you. Instead, they'll prey on you! If only a brave frog would come to the rescue!



1. TRUCE CANYON
2. GUARDIA FOREST
3. GUARDIA CASTLE
4. CATHEDRAL
5. ZENAN BRIDGE

The battles in the Canyon won't last long, but you might need Tonic to recover.

The princess at the castle looks a lot like Marle. Big surprise! It's really her!

Talk to everyone in the castle and explore every room. Items in the tower rooms are yours for the taking. When you visit Marle, she vanishes, but then Lucca shows up. Don't forget to stop by the mess hall for a hot meal.

Crono and Lucca must search for Marle in the Cathedral. Be prepared to fight the sisters, then search for the secret passage.

A mysterious force swirls into the tower room and steals away with Marle. It seems that the evil Yakra has struck again. Now he has the real princess of Guardia and Marle, too.

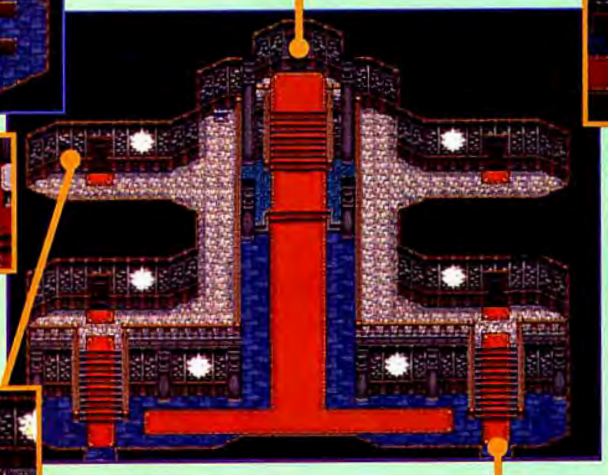
CATHEDRAL OF HORROR

The Cathedral is Crono's first major test. According to local legend, the creature known as Yakra, who once inhabited the forest, vanished at the time that the Cathedral was built. Could there be a connection? Do Moogles dance? Play the organ after defeating the sisters, then enter the secret passage. In the new area, hit the switches shaped like skulls on the walls.

A

Secret Door

Play the organ to reveal the door.



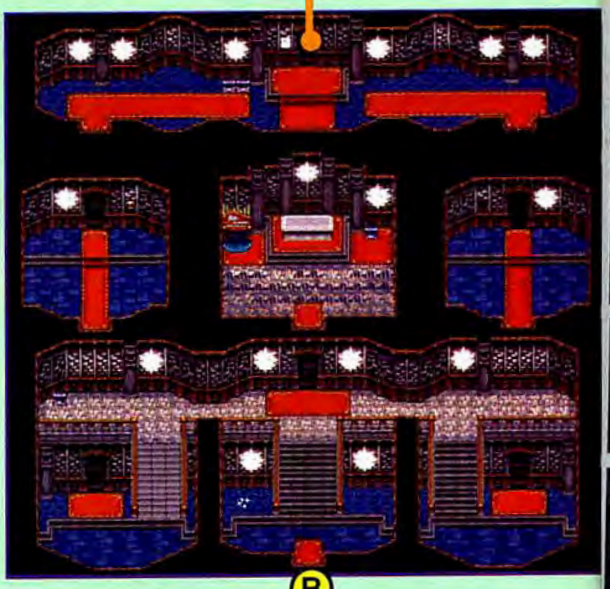
B

A

The switches that lower the spikes look like skulls.

Once again the sound of music triggers the locked door.

Secret Door



B

HOLY RELICS

- Defender/ All characters
- Iron Sword/ Crono
- Maiden Suit/ Lucca (Marle)
- Speed Belt/ All characters
- Steel Saber/ Crono

These upgrades can be found in the back rooms of the Cathedral, but you'll have to fight through enemies to win them.

EPIC REVIEW

YAKRA

HP: 920

Yakra, the scourge of Guardia, has hidden in the Cathedral these many years. Now, Crono, Lucca and Frog must face their first crucial test.

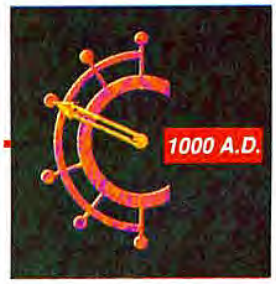
Use a Shelter before battling the King's Chancellor who transforms into Yakra.

Yakra can injure all three members of your party at the same time with a powerful attack.

Use Combo attacks to inflict mass damage. Both Fire Swirl and the X-Cut will wear Yakra down quickly.

After defeating Yakra, you'll find the real Chancellor stuffed in a chest.

The trial of the century!



"Your Honor, I intend to prove that the accused is guilty of kidnapping the princess, stealing lunches, being rude to cats and countless other crimes for which there can be only one sentence! My witnesses will prove, beyond a shadow of a doubt, that this ruthless fiend, Crono, must be destroyed for the good of the nation."

Crono's trial is a mockery of a sham of a travesty. As justice takes her blind and ignoble course, Princess Naudia (a.k.a. Marle) pleads on Crono's behalf.

1000 A.D.

With the princess restored to her place in the castle, Crono and his friends return home to their own time period in 1000 A.D.

GUARDIA CASTLE

Marle's absence from Guardia Castle results in Crono's arrest and subsequent trial. Depending on your behavior at the Fair, you will be sentenced or freed.

PRISON TOWER

With a death sentence hanging over Crono's head, there is only thing to do—escape! You must flee from the Tower with Lucca's help.

GUARDIA FOREST

Escape into the forest, where your party stumbles upon another Time Gate. You have no choice but to leap into the unknown once more.

GUILTY OR INNOCENT?

Your behavior at the Millennial Fair may be used against you in the court of law. The five events listed below determine Crono's fate, so be careful, and be good.

1. **Marle and the Pendant: Help Marle before picking up the Pendant.**
2. **Selling the Pendant: Don't sell this valuble heirloom.**
3. **The Lunch: If you find someone's lunch, leave it alone.**
4. **The Lost Cat: Try to find the little girl's lost cat.**
5. **Marle at the Candy Shop:Let Marle browse.**

Doing Time

Lucca shows up in the tower to lend Crono a hand.

Unless you were a saint at the Fair, you'll probably wind up in the tower awaiting your execution. Things may seem pretty dim for Crono, but the guards are fools and you'll be able to fight free of the prison in true swashbuckling style.

The hole in the wall leads to a secret area, but not to freedom. Scale the wall outside to find items.

Prison Booty

Bronze Mail/ Crono (Frog)

Lode Sword/ Crono

DRAGON TANK

600 HP
266 HP
208 HP

Pick up the Dragon Tank Manual in the Warden's office before stepping onto the bridge. The Dragon Tank has two main weak spots. When the Dragon Tank appears, first attack the head, then attack the wheels. The head won't take damage from lightning or fire.

The Dragon's head heals damage to the rest of its body.

Attack the Dragon's head first with Cyclone or Slash techniques.

The Future is a Garbage Heap

Escaping from the Tower, Crono and Lucca run into Marle. Together, they flee from the Castle Guards into the forest where they find the Time Gate. With no other option, they take the next leap and wind up in the distant future. Here, the world has been devastated by Lavos—cratered and crippled, winds whipping through the ruins, cities lying in twisted heaps. The only inhabitants huddle in enclosed domes as renegade robots prowl the tunnels. You'll meet your next companion here, save a tribe from starvation, and race a jet bike against a maniac.

The Castle Guards pursue our heroes into the forest.

At the dead end, they escape into the Time Gate.

The adventurers reappear in the 24th-Century Bongor Dome. The rear door is mysteriously sealed.

BONGOR DOME
For now, this Dome is just the entrance to the future world, but later you'll be able to open the sealed door at the back of the chamber.

TRANN DOME
Talk to the starving people and use the Enertron to restore your HP and MP. The sealed door will open to later explorations.

LAB #16
The first Lab area contains thieving rats and ghosts that won't take damage from your regular attacks. Bring plenty of Tonic with you to this area.

ARRIS DOME
Help the starving people in the Arris Dome by exploring the lower realm where none of the Arrisians dare to go.

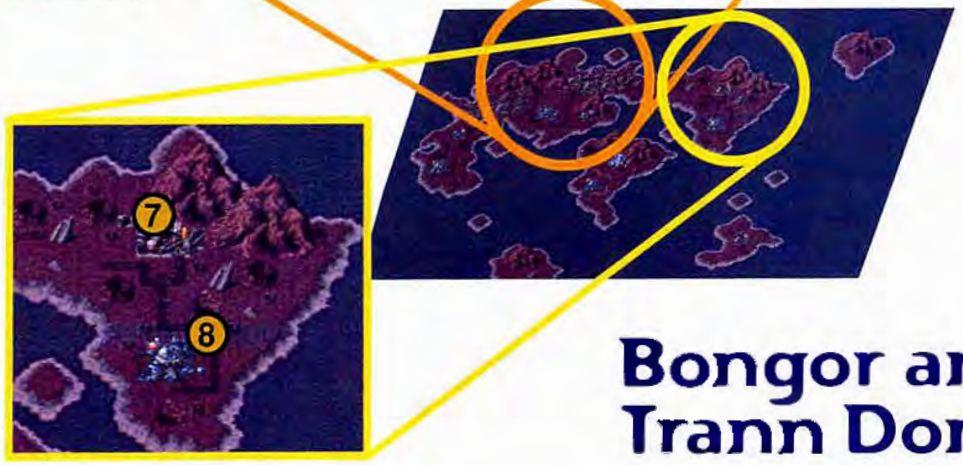
LAB #32
Robots block the way in the second Lab area. If you have the Jet Bike Key, you can race to the eastern province.

PROTO DOME
The Time Gate appears in the Proto Dome, and you'll meet Robo.

FACTORY
Your party must restore power to the Factory, but robots guard the secrets of this high-tech facility.

PROTO DOME
It's time to take the Gate to the End of Time.

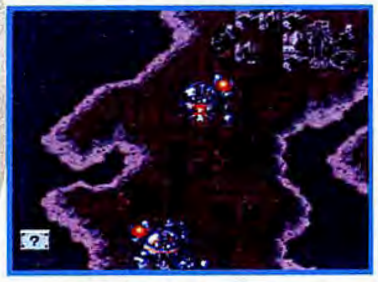
1. Bongor Dome
2. Trann Dome
3. Lab #16
4. Arris Dome
5. Lab #32
6. Sewer
7. Factory
8. Proto Dome



Bongor and Trann Dome

The first two domes are just a jumping off point. After finding yourself in the Bongor Dome, walk south to the inhabited Trann Dome. You'll gain useful information about the journey to the east from the pathetic citizens of Trann. One of them is willing to sell you items and weapons, so stock up when you have the chance. Each of the domes contains a locked door with a mysterious symbol, but you'll have to ignore them both for now. One man reveals that the enemies to the east won't take damage from regular weapons such as guns and swords.

Stock up on new weapons and items from the dealer in the Trann Dome.



Your party takes damage if you stay outside of the domes for too long.

The Enertron gives you the effects of a full night's sleep in just seconds.

Lab #16

The first lab contains genetic mutants that roam the ruins. Stay clear of the rats or they will steal items from your inventory. You can't fight them, but you can avoid them. Use the B Button to sprint through rat-infested areas. Other mutants like the Octopod can be defeated with weapons, but the Shadows can't be hurt so easily. Use special attacks like Lucca's Flame Toss to defeat the ghosts.

Follow the trail to Lab #16, and don't stay outside long.

Avoid the rats or they will pick you clean of items.

The Mutant has 300 HP. Defeat it using regular weapons.

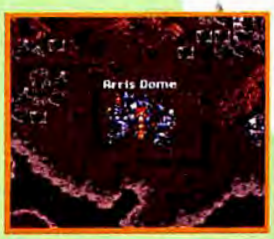
The Shadows can't be hurt with your swords and guns, but they don't like fire. Burn multiple Shadows at one time with techniques such as the Flame Toss.

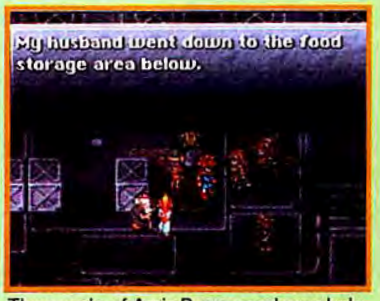
Special Relics!

- Berserker/ All Characters
- Lode Bow/ Marle
- Lode Sword/ Crono

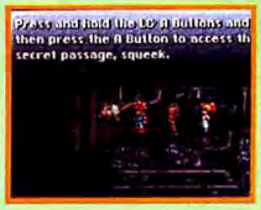
Arris Dome

The Arris Dome is one of the saddest places on earth. The people in the upper dome slowly starve as they wait for the return of their leader, who disappeared into the lower levels. Crono and company must track down the unfortunate man and return with a seed of hope.



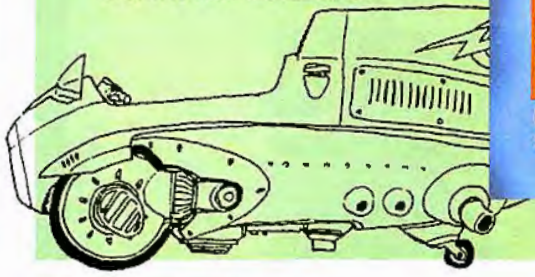


The people of Arris Dome need your help or they will starve.



Chase down the mouse on the walkways to learn its secret password.

Hold the L and R Buttons then press the A Button to enter the hidden area.



GUARDIAN BIT

The Guardian Bit blocks your passage to the inner chambers of the dome. When it first attacks, it is joined by two smaller machines. Attack the smaller enemies first, then work on the Bit. You'll need to heal your party during the battle, so use Marle's Aura technique in order to survive.

Guardian Bit: 1200HP
Bit: 200HP each

Concentrate all three of your attacks on one of the smaller bits until it is destroyed, then hit the other.

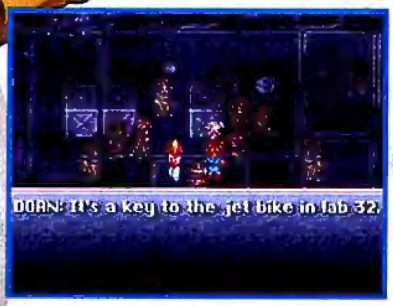
Use Marle's Aura to heal the party during the long battle.

Lab #32

You've survived the toxic storm, the mutants, ghosts, and even the sewers (which you really don't need to explore for a while). Now the robots get to take their shot in Lab #32. Don't head in until you get the Jet Bike Key from Doan in the Arris Dome in exchange for the seeds. With the key you can race Johnny.

Don't miss it!

Recorder for the Jet Bike



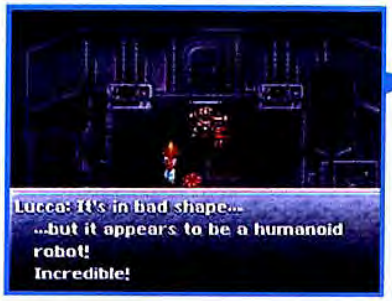
Trade Doan the dead man's seeds for the Jet Bike Key, then go to Lab #32 and race against Johnny.

Use boosters to put you in front at the finish line. With the Race Log, you can rotate the race perspective.

Go back into the race tunnel on foot and find the Race Log in the metal chest behind the rubble wall.

Proto Dome

The Proto Dome houses a wrecked robot and a locked door—both of which are crucial to the game. Lucca can repair the robot and, in gratitude, Robo joins your team. The door leads to the Time Gate. The only way to open the door is to restore power at the Factory, but one of your party members must stay behind in the Proto Dome.



Robo is a kind-parted soul. His mechanical battle techniques include offensive attacks and healing moves.

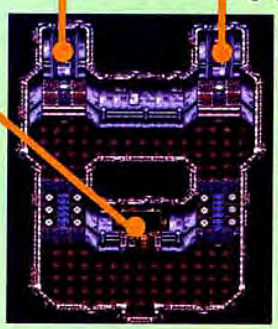
Factory

You'll have to switch off security before turning on the power.

Elevators move you between the factory and lab areas in the Factory Dome. The security system uses acid creatures and secret passwords to keep out unwanted visitors. You also must maneuver an industrial crane on the factory floor and wind your way through the labyrinth in the lab. Even when you have activated the power, trouble lies ahead in the form of Robo's metal cohorts who think he is a traitor.

Lab area (H) PG.62

(A) Factory area PG.62



Entrance

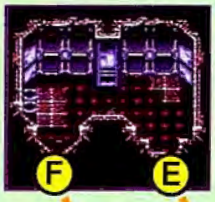
Metal Musts

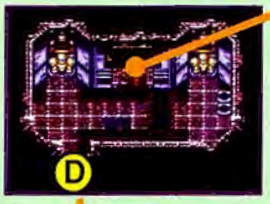
- Bolt Sword/ Crono
- Hammer Arm/ Robo
- Plasma Gun/ Lucca
- Robin Bow/ Marle
- Titan Vest/ All Characters

Factory

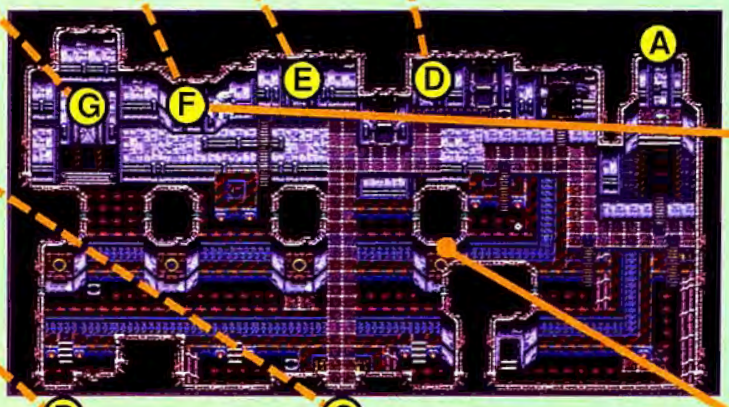
Follow the letter call outs on the maps in alphabetical order as you go through the factory and lab levels.

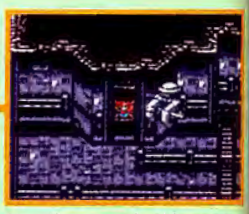
You'll receive a password once you reach the security computer. Press the X, A, B and Y Buttons to activate the power.



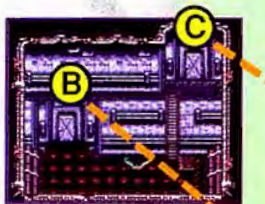


Learn the crane code. Push the X and A Buttons for the first move, then the B Button twice.



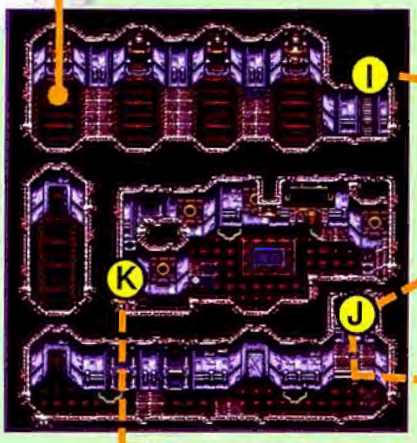


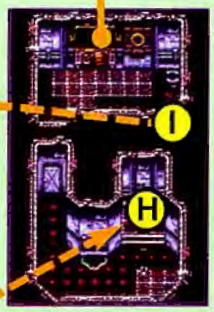
Use the crane in this room to remove the two barrels on the factory floor.

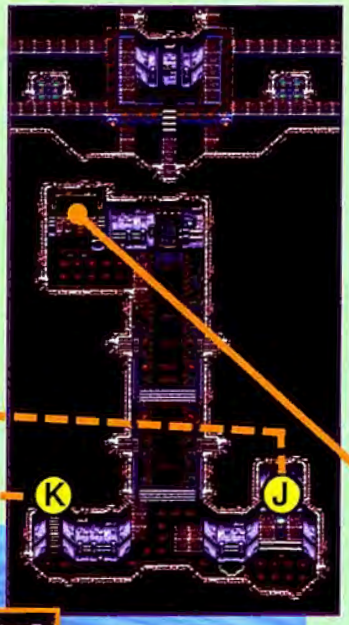


The robots beat up Robo and attack you. The locked door in Proto will be open when you return.

Destroy the enemies in each of the three hidden rooms, then move to the secret room and climb to the catwalk.







Defeat the enemies and open the entrance in the corner to the rest of the lab.

Enter the password X-A-B-Y to activate power in the Proto Dome, then run to get out.

ROBOCOPS *150 HP each*

Robo may be a defective robot from the factory, but he is a solid companion who deserves more than the brutal greeting from his old comrades. The six R Series guardians trash Robo then attack Crono and Lucca or Marle, whichever is with you at the time. Use Crono's Cyclone to inflict damage on the robots while keeping your HP up with Marle or Lucca.

In a heart-breaking sequence, your trusted Robo is beaten, smashed and left for scrap.

The Spin Cut Combo can be effective against the R Series, but you'll only take out one foe at a time.

PROTO TIME GATE

When you return to the Proto Dome after defeating the R Series robots, the locked door will be open. You'll step into the distant future.

THE END OF TIME

Your party of four travelers leaps forward to the End of Time where you meet an old man and Spekkio, who teaches you magic.

A.D.1000

Take the Time Gate back to your own time in 1000 A.D. Next, you'll want to visit Medina Village.

Gather up the scrap pile—all that remains of Robo—and take him to Lucca. When Robo is fixed, use the Time Gate.

The End of Time is Now

The result of trying to leap through time with more than three people is that you wind up at the End of Time. Here, a Gate Keeper greets you and explains that one of your party members must remain behind. The upper platform contains Time Gates to each of the eras you've visited. Be sure to Save the game so that you can begin again at any time period later on. You'll also meet Spekkio, who teaches you magic.

Talk to the Old Man at the End of Time. You can power up at the well and Save the game, too.

Spekkio is strange and demanding, but after circling his yard three times, you can learn magic.

You'll have only three Time Gate choices until you travel to new areas.

This Time Gate opens onto the Day of Lavos in 1999—the day when Lavos erupts onto the stage of history.

Eventually, you'll be able to launch the Time Machine from this dock.

More Chrono Trigger Next Month

The evil Homncruse casts a dark shadow over a peaceful world. You are the son of a legendary Aqutallion Warrior, but your father mysteriously disappeared shortly after you were born. Now the burden of saving the world slips onto your shoulders. Could the answers to your questions be found by defeating Homncruse? Find out as you battle your way through Tecmo's 12-megabit, battery-backed, epic role-playing adventure.

TECMO SECRET OF THE STARS

A FANTASY

TECMO ENTERS THE REALM OF ROLE-PLAYI

Secret of the Stars borrows many of the popular elements found in successful role-playing games. You assume the role of an Aqutallion

Warrior—one chosen to defend the peaceful inhabitants of your world. The rise of the sinister Homncruse forces you to assume this huge responsibility at a young age. Thankfully you are not alone. Seek out your fellow Aqutallions and destroy the dark lord. A party of adults, known as Kusteras, pledge their lives to assist you in your quest. While adventuring you can select to lead the Aqutallions or the Kusteras through a multitude of mazes, towns, and guardian confrontations. Guide the Aqutallions as they grow up and establish their own identity in a chaotic and hostile world. Watch them come of age as they struggle to shape their destinies and the world's future. A two party option creates a huge variety of surprises—you might think you're playing two games in one cartridge. Fans of Dragon Warrior IV, Final Fantasy, EarthBound Breath of Fire will enjoy the fam features found in Tecmo's role-pla game.

QUEST FOR THE STARCREST

The first journey in your long ques obtain the Starcrest. This item id fies its bearer as an Aqutallion War First, speak to David of Kustera i town of Likado, then venture up t northeast corner of Heart Island. against the brown hills near the sh line until you uncover the entran the Aris Shrine. Deep within the recesses of the underground cav you encounter the ghost of your fa Speak to him to receive the Star and learn of your destiny.

MULTIPLE PARTY ACTION

EPIC REVIEW

Secret of the Stars is a game with multiple personalities—you lead two different parties through all the areas of the game. The first party is made up of kids chosen as the future Aqutallions. The second party is composed of adults from Kustera. The members of each party possess unique and specialized skills. The Kustera group is made up of a total of eleven adventurers, although you may select only four at one time for their party. Rearrange the Kustera party at a Registration Office. Teamwork is essential to completing the game—pick your party members carefully.

Your Father was an Aqutallion, leaving you with big shoes to fill. Find out what happened to him.

The search for world peace is a long and arduous journey. Pair up with other adventurers.

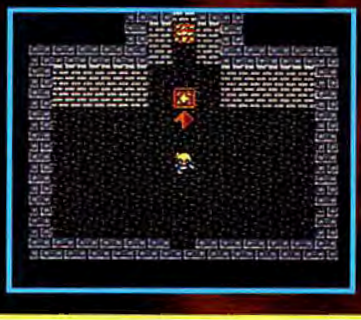
NO STELLAR SECRET IN RPG DESIGN

Secret of the Stars combines a variety of successful elements found in other RPG mega hits. Game players can switch between adventuring parties as they explore an extensive variety of towns, temples and dark dungeons. If you were a fan of Final Fantasy and Dragon Warrior, check out Secret of the Stars.

Uncle Save follows you around the world and back again. He's everywhere you need to explore, so visit him often to save your game.

SWAP COMMAND

The Swap command gives you the ability to switch between your party of Aqutallions and your Kustera group. Certain characters possess specific skills necessary for overcoming obstacles encountered in the adventure. Swap between the two parties and seek victory through teamwork and be sure to build up each character's strength uniformly throughout the game. A weak party in an advanced area of the game will quickly be destroyed by wandering monsters.



Warrior David initiates your Kustera party. Meet him in Likado and then in the Aris Shrine.

Jeep Volcano is filled with electric barriers that only certain characters can pass.

Use the Swap command to explore all of the regions deep beneath the rumbling mountain.

Finding the entrance to the volcano and shrine is tricky. Push up against the hills near the island's northeast shoreline.

Hordes of fiends and ugly foes are waiting to ambush you. Victory depends on how high you're willing to build your levels.

The Town of Likado is the first of twenty-three locations your parties explore as they journey across the globe. Each town is filled with unique characters, hidden items and countless clues. Explore every corner and open every drawer. Talk to everyone as both an Aqutallion kid and again as a Kustera adult.

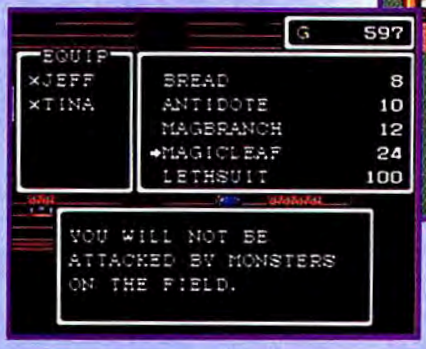
GET TO KNOW THE TOWN FOLK

You're the new kid in town. Get to know everyone and everything around you. When you're done visiting, Swap parties and speak to the same people again. Just as in real life, people talk differently to kids than they do to adults. Collect all the facts by selecting the Swap command and visiting the same townspeople again. Changing events in the game also affect how people react toward your parties. Revisit towns often and pick up important clues that may help you later in the game. This technique could save you from common pitfalls.

Visit all the locations in the game with both parties—people treat kids differently from adults, and what they say may surprise you.

CAVEAT EMPTOR... EXAMINE THE MERCHANDISE BEFORE BUYING

Let the buyer beware! Find out what the item does before you put your money down. Secret of the Stars features an option that allows you to Examine a merchant's wares prior to buying. When you select this command, the game displays a brief description of the item. Now you know what an item does before paying for it! It's better than the blue light special on Aisle Three!



The discovery of a new town inevitably leads to new armor and weapons. Always visit the village blacksmith before venturing onward.

HEART ISLAND IS BROKEN!

The mad scientist, Dr. Gari, built a secret lab deep beneath Jeep Volcano. No one knows what evil experiments are developing. The laboratory is the source of the periodic earthquakes felt across the island. These tremors are upsetting the wild animals throughout the wilderness. Put an end to the doctor's vile plans by locating the hidden lab and stopping the dangerous experiment. Beware—Dr. Gari may have a trick or two up his lab coat sleeve. Rumors and speculation indicate that the researcher designed a self destruct mechanism in the laboratory. Can you defeat this wicked man and disable the bomb in time to save Heart Island?

Things are not gneiss in the volcano. What tricks are up Dr. Gari's coat sleeves? The mad doctor serves Homncruse—take him out before the volcano blows its top!

GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

The explosion of Jeep Volcano propels you into the sky. By some stroke of incredible luck, you're scooped up by a passing plane. The aircraft deposits you at the quiet stone sanctuary of Old Hill. The surrounding landscape is full of trouble. In fact, the town of Beegees has gone to the dogs! Visit the church with your Aqutallion party and speak to the girl named Tina. Maybe the two of you can find a way to break the spell.

The land is full of horrid fiends ready to ruin your day. Improve the odds of your fighting success by adding Tina to your party.

SPELLBOUND TACTICS

Most members of your Aqutillion and Kustera parties possess spell-casting abilities. These characters add spells to their repertoire as they raise their levels. Some monsters can be defeated only by magic. Offensive spell casting is vital for level building—magic attacks reduce an enemy's hit points much more quickly than a blow with a sword. Important spells like Fly By let you revisit the surrounding villages.

As your characters increase their levels, they begin to learn new magical spells. These spells are the only method for defeating certain monsters, such as Ghosts.

BUILDING THE TOWN OF OLD HILL

The liberated orphans are determined to build a town in the sanctuary of Old Hill, but they require your assistance. New cities need architects to build and farmers to grow food. Visit the Edgy Architect west of Winds. There is a famous farmer living in the town of Giant, but he's been kidnapped by a gigantic monster. A digger named Morgan might be able to help you break into the city of Decatus. Morgan lives down a hole on the outskirts of Giant.

You must defeat the Ringo brothers to rescue the kidnapped children of Winds. Take out puny Leach before you defeat massive Bingo.

The Gravitron cuts grumpy Golan down to size—but you need to get behind the forbidding city walls of Decatas to get it.

BRIGHT LIGHTS, BIG CITY

With Golan out of the way, farmer Baz joins the citizens of Old Hill village. Your town is growing faster than the crops in the fields. Take a trip back to the city of Decatus. Everyone there is caught up in the excitement of the circus and the mayor's reelection bid. In fact, both events are sort of the same thing. How do you get a ticket for the circus? Visit the polls and cast your vote to find out!

The evil Garados kidnapped one of the young Aqutallions and turned him into a circus animal! Put a stop to this clown's vicious act!

DESTINY BECKONS

Homncruse is determined to destroy the young Aqutallions before they come of age, and his legions of dark minions are deployed throughout the world. As you destroy them, build your character's levels, master spells and find new weapons and armor. Where are the remaining Aqutallions and Kustera party members? Will your town flourish or flounder? What dangers await your party? The answers are found only in the stars.

STRATEGY

Ogre Battle

If the fans of Ogre Battle were brought together in a field, their numbers would dwarf the largest armed force in the World of Zenobia. This month's Epic Center highlights the key features that make this cart a mega hit for hardcore strategy game enthusiasts and answers some of the difficult questions confronting the valiant rebel leaders of the Zeteginea Age.

NEVER THE SAME TWICE

There are many methods for completing Ogre Battle. Depending on your style of play, you might experience one of twelve different endings. The ending of the game is determined by an assortment of factors, including but not limited to your reputation meter, the level and strength of your leader's attributes, the special treasures and areas that have been found, and the characters that have joined your forces. The odds of getting a good ending depend on a high reputation meter and on discovering all of the areas, including the Sky Island worlds beyond the hidden Chaos Gates.

LIBERATION!

The method you select for liberating cities is key to improving your reputation level. The best technique is to use only one unit to liberate all of the cities in the game. This specialized unit must have a high alignment (ALI) total. Units with low alignments should only be used in combat and never to liberate towns. Once you have liberated a town, other units of lower alignment may also enter and occupy the city in order to protect the citizens. Characters staying in a city slowly regain any lost hit points. Never let an enemy force retake a liberated city—doing so quickly devastates your reputation level and wastes your bonus money. New players often let cities frequently change hands to gain extra Tarot Cards. If you need Tarot Cards, buy Jokers at the nearest Trade City shop. No citizen likes a frugal leader. Losing cities to increase your card holdings leads you down the path to the worst ending.

Develop specialized units with a high ALI rating for liberating cities.

WINNING WITH A CLASS ACT

One of the most fascinating aspects of Ogre Battle is the ability to change humans and monsters into other characters or creatures as they gain experience. There are some exceptions to this class change process: in rare cases, a special item is necessary to create unique creatures. The following section outlines where you find these magical tools and how to use them to gain the winning advantage.

The Edit option quickly identifies characters ready for advancement.

Customize the classes of your characters to meet the unique challenges in every new land.

The Great Pumpkin

Most players are smashed by pumpkins when they take on the Witch Deneb in Deneb's Garden. You would be out of your gourd not to want a few of these magical warriors in your army. Pumpkins can be recruited only during neutral character encounters throughout the game. An item called the Glass Pumpkin gives your witch leaders the ability to recruit neutral pumpkins in various towns in the game. Remember that the party in town must have a vacancy for the recruit. You can pick up the Glass Pumpkin if you forgave Deneb when you defeated her in her garden. After completing the area, return to Deneb's castle. She'll give you a Black Pearl in exchange for picking up an item called the Golden Bough. When you reach the district of Diaspola, be sure to buy items in the town of Raloshel. The merchants here sell the Golden Bough for 50,000 Goth, the same amount of money you make if you sell the Black Pearl. Deneb rewards you with the Glass Pumpkin when you return with the Golden Bough. If you were heartless and didn't forgive Deneb, you won't be able to pick up the Glass Pumpkin, but you can get a Rotten Pumpkin (also referred to as a "Pumpkin +") in the town of Baljib. These items are also obtained randomly by defeating armies. Rotten Pumpkins convert pumpkins into halloweens, the ultimate jack-o'-lantern.

Smashing pumpkins! Pumpkin warriors possess a unique magical attack.

Undead Rings and Staffs

The Undead Ring is a versatile item useful for transforming monsters and humans into powerful animated corpses. Undead Rings are usually left behind by defeated enemy units. You can also

Undead Staffs are found in the districts of Antanjyl, Diaspola and Antiia. You must have a Sentoul Demon in your territory to get one.

trade a Dragon's Jewel for one at the Ruined City beyond the Chaos Gate. You can also trade the Book of the Dead with Badista the Magician in the Valna for an Undead Ring. The city of Valna is located in the land of Sharom. Create a wicked zombie dragon by using the Undead Ring on a Tiamat. Mages become sorcerers when they obtain the Undead Staff. Undead Staffs are randomly found in the lands of Antanjyl, Diaspola and Antiia. In order to obtain a staff, you must have a Sentoul Demon (listed as "Demon" in your inventory). A sorcerer becomes a lich when you use the Undead Ring on him.

Deadly Dragoner

Use the Stone of Dragos on a beast master to create a dragoner. Speak to the Stupendous Wizard Borgnine in the city of Anglem in Diaspola. Anglem is located on the coastline in the upper right corner of the land. This wizard possesses several valuable items in his inventory. He will attempt to buy your Sentoul Demon with cash or trade an Undead Staff. Refuse both of these offers until he mentions the stone. You may revisit the wizard and trade for the stone or staff at any future point in the game—just make sure you have a Sentoul Demon or a Golden Beehive in your inventory. The shop in the town of Raloshel on the west coast of the land sells Beehives for 70,000 Goth. The Wizard Borgnine does not trade until Norn of Diaspola is defeated. The Stone of Dragos is the only item that allows a beast master to graduate to the level of dragon master, the most powerful beast-man class in the game.

Feline Fury

You can add a tiger man to your army when you obtain a Full Moon Stone. Tiger men are weretigers. Examine your tiger men units in the daylight hours and you'll find nothing but beast men. The nighttime sky invokes the lycanthropic powers of tiger man units. The Full Moon Stone must be used as an item to recruit a tiger man. These stones are randomly left behind by defeated enemy units or given to you by a wizard in the town of Ochiwalo at the Fort Shulamana District. If you choose to visit the wizard, be sure to include the Tome of Myths (also referred to as the Folio) in your inventory. This sacred book contains the records of the Myths of the Gods. Revisit the town of Mislata in the District of Zeginea to claim the tome.

Love at First Byte

A Blood Kiss transforms knights into vampyres. Like the tiger man, the vampyre fights best at night. His icon even looks like a coffin during the daylight hours. Vampyres possess a unique attack called the "Life Suck." This attack damages enemies while healing the vampyre's lost hit points. Blood Kisses are only obtained by players with a low reputation. Find the item by defeating random enemies in Antanjyl and the Temple Shalina. The Blood Kiss must be used on a knight—the item is destroyed if you use it on any other character.

Vampyres hate daylight. Make the most of your vampyre units after the sun dips below the horizon.

Howlin' at the Moon

There are two common methods for adding a werewolf to your army. You can recruit werewolves by using vampyre leaders or you can use the Werewolf Virus on a fighter. Pick up the Werewolf Virus (it is listed as "Virus" in your inventory) by defeating Sirius in the district of Jannenia. If you defeat Sirius in the daylight you will not receive

Werewolf characters do not change as they advance in levels.

the Werewolf Virus. You must fight Sirius and defeat him in his werewolf form. While you might have to wait longer, the best method for building a werewolf unit is to recruit them during the later levels in the game.

Rowdy Royalty

The Royal Crown converts a normal Amazon fighter into a princess. The princess is slightly more powerful than an amazon, but not as strong as a muse or shaman. After completing the land of Musplem, revisit the town of Chilfa and answer a question regarding elegance and beauty. Your answer does not matter, but your reputation level may deny you the crown jewels. Be sure to visit Chilfa when your reputation level is halfway up the bar in the upper right hand corner of the screen.

ZODIAC STONES

The twelve Zodiac Stones in Ogre Battle are just one of the types of treasures necessary for reaching the best ending in the game. The following is a brief description of where some of the most obscure stones are located.

Garnet

Visit the temple up and left of where you start in the Slums of Zenobia.

Diamond

Journey to the temple surrounded by mountain ranges in the hidden world of the Ruined City.

Pearl

Give the Ginger Cake item to Posha in the city of Somyul in Diaspola.

Ruby

Venture to the city of Sanbelna in Malano.

Emerald

Journey to the temple in the middle of the map of the Island of Avalon.

CLASSIFIED INFORMATION

NINTENDO TOP SECRET POWER

TRUE LIES

From Agent #910

Super Spy Codes

Like every good spy, you'll need to have a few tricks up your sleeve if you want to complete your mission in True Lies by Acclaim. With the help of these great passwords, you'll have all of the tricks you'll need—as well as all the weapons, lives and energy! Go to the Password screen before you begin a new game, enter any of the four special passwords, then highlight END and press any button. If you enter the password correctly, the word Authorized will flash across the bottom of the screen. At this point you can either enter another password or press Start to begin a new game.

Infinite Lives: BGLVS

Go to the Password screen to enter the password, then go to the END option.

When you begin playing, you'll never run out of extra lives!

Infinite Energy: BGGRLY

Entering the password BGGRLY will make you invincible.

Now you can finish your mission easily!

Full Weapons: BGWPNS

Instead of collecting weapons throughout the stage, enter the password BGWPNS.

You'll begin the stage armed to the teeth with every single weapon!

Stage Select: MNCHT

If you don't have the time to work your way to the end of the game, use this password.

The Stage Select screen will appear before you begin playing a new game.

MEGA MAN X2

From Agent #901

Diagnostic Test

This odd code allows you to view the Diagnostic Test that was built into the Mega Man X2 Game Pak. Before you turn on your Super NES, insert Controller II and hold down the B Button. While holding the button, turn on the power and wait for the test to appear. It will run through several chip tests. This code is interesting, but it doesn't affect your game play in any way.

Hold B on Controller II, then turn on the Super NES

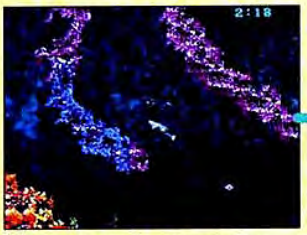
FROM AGENT #294

Practice Passwords

SeaQuest DSV, by Malibu Games, puts you in command of the mighty SeaQuest itself! With all of this new-found power, you must keep the seas safe from pirates and other dangers. Some of the missions you'll face are extremely difficult, so use these special passwords to improve your chances of success! Each of these passwords will take you to one of the missions in the game and set you up with 99 of each of the mini-subs. You won't be able to continue in the game after you finish the mission, but the experience should help you out when you play the normal game.

PLVTONM - Sector 0
R3SCV3* - Sector 0
SP33D3R - Sector 1
FIXTNKR - Sector 1
R34CT0R - Sector 1
S3CVRTY - Sector 1
D4R*WIN - Sector 2
TOXIC4V - Sector 2
PRISONR - Sector 2
DRVGL4B - Sector 2
B4TLSHP - Sector 2
SH13LD* - Sector 2

*** designates the SeaQuest symbol**



When you practice the mission, watch for hidden enemies.

After completing the mission, you'll return to the Title screen.

FROM AGENT #203

Yogi's Stage Select

Avoid all the pitfalls of Jellystone Park with Yogi's very own stage select code! On the Title screen press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, Left then Start. When you begin playing the game, all of the stages on the Jellystone Park screen will be highlighted. Move Yogi to any one of the stages that you want to visit, then press Start to begin playing.

On the Title Screen, press Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, Left and Start.

Start a new game, then hit the Select Button while you are on the overhead screen.

Select the PASS option in the lower right corner of the screen to go to the Password screen.

When you play a normal game, you must work through the game one stage at a time.

Wait until the Title screen appears, then enter the Stage Select code.

Enter any one of the special passwords, then select END from the menu.

You'll start out in the mission you selected with a full complement of mini-subs.

If you enter the code correctly, all of the stages in Jellystone Park will appear on the screen.

You can skip straight to the end of the game with little trouble!

CLASSIFIED INFORMATION

WWF RAW

From Agent #771

Change Wrestler Stats

You can adjust the abilities of your favorite wrestlers with these great codes, making them great fighters even if they're normally pathetic. Each wrestler has his or her own special code, so you'll need to keep this list handy when you want to play. Go to the Character Select screen and highlight the wrestler of your choice, then press the Select Button to view the stats. While the wrestler's stats are on the screen, find his or her special code on the list below, then use Controller I to enter the code and adjust the wrestler's stats to your liking. NOTE: You must press all of the buttons in the codes at the same time to make it work correctly!

Lex Luger - Down/Right and Start
Bam Bam Bigelow - A, Y and Start
Yokozuna - Up, A and Y
Undertaker - Right, Y and Start
Luna Vachon - Up/Right and A
Shawn Michaels - Down/Left, A and Y
Owen Hart - Up, A, Y and Start
Razor Ramon - Left, A and Y
Doink - Left, A, Y and Start
Diesel - Down, A, Y and Start
Bret Hart - Down/Left and Start
123 Kid - Up/Left, A and Start

Go to the Character Select screen and highlight the character you want to use.

Press the Select Button to view the statistics of your character.

Enter the code for your character from the list above, then change his stats.

When the match begins, you'll fight like a whole new wrestler!

KIRBY'S DREAM COURSE

From Agent #669

Name Change

Once you've started a game, you won't normally be able to change your name without starting the game over. Agent #669 has discovered a way around this problem! Go to the Member screen and highlight the file you want to change. Hold the L and R Buttons then press the A Button to go to the Enter Name screen. After you enter your new name, go to OK and resume the game with your golfing achievements intact!

Go to the Member screen and highlight the file you want to change.

Press the L, R, and A Buttons at the same time to return to the Name Entry screen.

SUPER STAR WARS RETURN OF THE JEDI

From Agent #382

Force Codes

Here are a couple of codes that will help you finish Super Return of the Jedi, by JVC. The first code gives you seven continues instead of the normal three with which you begin the game. When you first turn on the game, don't press any buttons while you wait for the Title screen to appear. If you quickly press A, B, A, Y, A and X, you will hear a Jawa yell and you'll start a new game with the extra continues. If you still can't finish the game, press A, B, A, B, A, B, A then B on the Title Screen. You will automatically go to the ending credits!

For extra Continues press A, B, A, Y, A and X on the Title Screen.

To view the end credits press A, B, A, B, A, B, A then B on the Title Screen.

Ogre Battle

FROM AGENT #444

Dragon's Haven

Now that you have defeated everything in sight, and you've finished Ogre Battle, it's time to test your skills against an even tougher opponent. This enemy is located in the secret area of Dragon's Haven, and he's got a powerful army that's out to get you. To find this secret battle, begin a new game and enter your name as FIRESEAL. Answer the seven questions that the mystic seer asks you, then start the battle. You'll appear in the hidden land with seven groups of powerful allies ready to go to war!

Dragon's Haven: FIRESEAL

Start a new game and enter your name as FIRESEAL.

Answer the mystic seer's questions then begin playing the game.

You'll begin the battle with seven powerful battle groups!

There are several helpful items hidden in this land, so be sure to seek them out.

Taking the trading town and the temple north of your base will help keep your troops supplied.

The enemies are strong, so be ready for a tough fight.

STAR TREK STARFLEET ACADEMY

FROM AGENT #500

Extra Ships

You can add two ships to your fleet when you enter the Combat Simulator with the help of this code. Go to the Ship Select screen before entering the simulator and hold the L, R and Select Buttons. While holding these buttons, press A, Y, B then Y to make the other ships appear. If you entered the code correctly, both Excelsior and the Phoenix will have been added to your fleet! This code will also work when you play in the two-player mode.

On the Ship Select screen, hold the L, R and Select Buttons. While holding these Buttons, press A, Y, B then Y.

On the Ship Select screen, hold the L, R and Select Buttons.

While holding those buttons, press A, Y, B and Y to make the other ships appear.

SEND US YOUR CODES!

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

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98073-9733

THREE GAMES IN ONE PACK !

NINJA GAIDEN TRILOGY™

Back in 1989, Tecmo released a hit action game entitled Ninja Gaiden, which chronicled the adventures of ninja warrior Ryu Hayabusa as he battled to avenge his father's brutal death. The game proved popular enough in arcades and on the NES to spawn two sequels over the next two years. While you expect even action games to have some sort of background story, the Ninja Gaiden series introduced something that players had never seen before: the cinema scene.

ACTION AN INNOVATIO

These days, players demand detailed plots and sophisticated animation along with fully rendered graphics and stereo sound. Back then, though, gamers were blown away by the cinema scene concept and its execution by the Tecmo programmers. In fact, even though the scenes are comprised mostly of still shots, they've held up surprisingly well. Now the Ninja Gaiden series is available on a single Super NES game pak, complete and unedited. The games retain their original graphics and sound, but they do benefit from the addition of a password feature. This pak is obviously not on the cutting edge, but for you collectors and completists, here's your chance to own a classic trilogy.

NES CLASSICS

The original Ninja Gaiden games had 1-ups, but there were no continues. If you lost your lives, then you had to start over from the beginning. Judging from the number of calls we got on our game play line, it seemed pretty difficult to finish any one of these games in one sitting. Some players called just to find out what the next cinema scene was all about! The password feature should make it a lot easier to get through the games and watch the stories unfold. After the main title screen, you'll be able to enter a password or start a new game.

NINJA外伝 GAIDEN

Originally reviewed in Nintendo Power Volumes 5 and 6, Ninja Gaiden introduces us to Ryu Hayabusa, and it features lots of items and cool power-ups. Power-up icons are blank until you slash them with your sword and the specific symbol is revealed. Play control can be finicky, which can result in your collecting a power-up that you don't want.

It may have simpler graphics, but Ninja Gaiden can still pose quite a challenge.

Which way do you go? Ryu's climbing ability adds some dimension to the side-scrolling play.

NINJA外伝 GAIDEN II

There is a wider variety of common enemies and even more interesting bosses in this game.

Ryu's adventures take him to ever more exotic locales.

Ninja Gaiden II: The Dark Sword of Chaos was a big enough hit to merit its own Nintendo Power strategy guide, complete with a special photo section detailing ninja history, tactics and weapons. The graphics, sound and other game features are very similar to the first title's, but the play control is markedly improved in this installment.

NINJA外伝 GAIDEN III

Last, but certainly not least, Ninja Gaiden III: The Ancient Ship of Doom was released in 1991 and reviewed in Nintendo Power Volume 27. The final chapter of the saga boasts the best graphics and play control of the series, and fans were delighted with the intricate murder mystery plot that pits Ryu against human conspirators and mutant thugs. This was the last Ninja Gaiden game that Tecmo produced for the NES, but the series went out with a bang!

This time, it's ninja skill and mysticism against the high-tech powers and weapons of renegade scientists.

NINJA 外伝 GAIDEN™

1989

VENGEANCE!

After his father's death at the hands of a mysterious opponent, Ryu finds a letter directing him to America to find a man named Walter Smith. Burning with a desire for revenge, he takes up the Dragon Sword and begins his quest!

The letter from his fath starts Ryu off on a jour- ney that will take him across the globe to fac many deadly opponents

ACT ONE

The action starts on the streets, with lots of unsavory types lurking about. Thugs, ninjas and even wild dogs are around every corner, waiting to strike. This is a good place to practice basic game control, especially wall jumping techniques. There are lots of power boosts, the items that fuel your ninja arts (special attacks), so you don't have to worry about wasting power points. The enemies aren't hard to beat, but you should watch your timing.

Hit Power-Ups while jumping straight up and down, so you can see what they are before you absorb them.

Use this stage to experiment with each ninja art to see what it does and how much power it uses.

ACT TWO

After you defeat a gang leader, a woman suddenly appears and shoots you! You regain consciousness in a cell, only to have the same woman give you a strange statue and set you free. As you battle your way out of The Outpost, you'll find that this stage is more demanding than Act One. Many of the jumps are long, and you can't be sure of what's across the way. The Jump and Slash technique is handy.

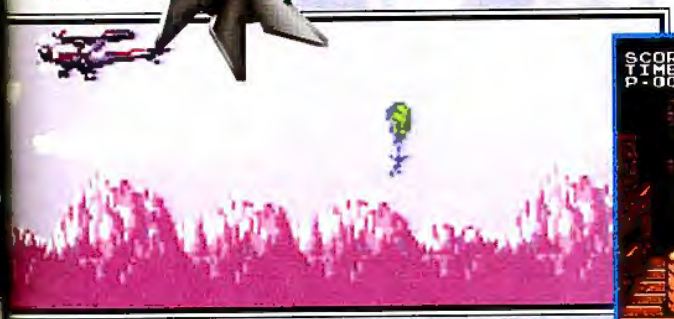
Be careful about your jumps, but don't waste time. The stage is long, so keep an eye on the timer.

ACT THREE

You finally meet up with Walter Smith, and he explains that the statue you hold once belonged to your ancestor, Shinobi. The Shadow Statue is actually one of a pair infused with magical power. It's obvious now that the statue and your father's death are somehow linked, but before you can learn more, a stranger appears and steals the statue! This part of your adventure takes you from a pristine lake to a freezing mountain range. Aerial attacks are common in this stage, so keep moving.

Enemies come at you from above and below. You should perfect your jumping and climbing skills.

ACT FOUR



These two are especially deadly. Stay close to the platforms and dodge. Don't chase them!

These guys are tough, but you should take care of them now. If not, they'll just come back.

You recover the Shadow Statue, but lose a friend. Smith has been murdered by order of the evil Jacquio! Jacquio has the Light Statue, and he wants to reunite the two figures, unleashing the demon spirit imprisoned within them. The trip to and through Jacquio's Amazon jungle stronghold is long and arduous, but you should defeat enemies rather than avoid them.

ACT FIVE

Enemies everywhere! Try to collect the Jump and Slash and Firewheel Power-Ups when you can.

Face to face with your foe at last, you're forced to give up the Shadow Statue when an innocent woman's life is threatened. Jacquio casts you down into his deepest dungeon, but you can't give up yet! Most of the stage is spent climbing and jumping from platform to platform. Unlike the previous stage, though, you can afford to dash past enemies without engaging them.

You finally defeat Jacquio's champion, but he retaliates by revealing shocking details about your father. Act Six challenges not only your physical prowess but your faith in your father! Are you ready for the truth?!

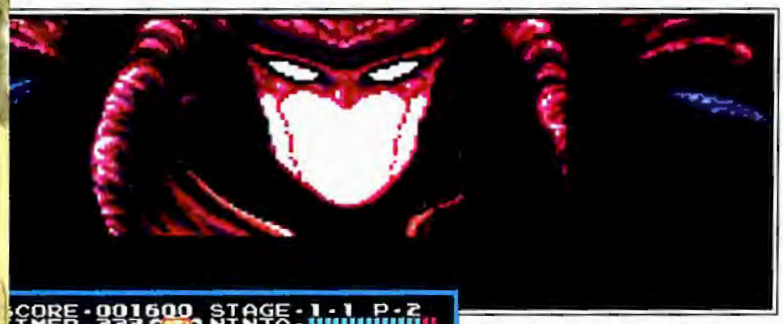
NINJA 外伝 GAIDEN II™

1990

A HIDDEN EVIL!

Unbeknownst to Ryu, Jacquio was but a pawn in a much larger game of evil. A year after his first adventure, Ryu is drawn back into action to battle the demon lord Ashtar, the true power behind Jacquio and wielder of the Dark Sword of Chaos!

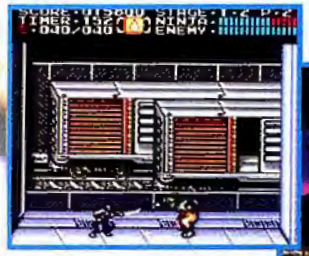
Once again, you find yourself traveling the globe and battling the forces of evil on land, sea and air!

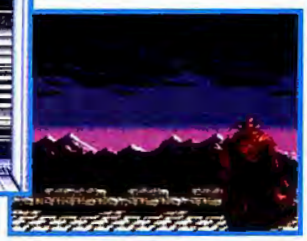


ACT ONE

This game reunites you with Irene Lew, the CIA agent you met during your first adventure. You'll also encounter a new ally, Robert Sturgeon, a U.S. Army Intelligence special operative. Like the original, the first (and easiest) stage is set in the city. You're walking along, just enjoying your vacation, when you're suddenly attacked. Taking to the rooftops to avoid trouble, you run smack dab into more of it! Flying killer bats and ninjas leaping from below appear early on, so it's best to practice your timing now, before the stages really get hairy.

Once again, the Power-Ups are blank until you hit them. If you find a Power-Up you like, stick with it.





This attack is only the tiniest inkling of the danger to come. What does Ashtar have planned for you? For the world?

ACT TWO

Like Irene before him, Robert prefers to be mysterious rather than informative, but he does save your life. You decide to trust him for now, and follow his directive to go to the Tower of Lahja. You hop a train to the mountains, but are again attacked by the servants of Ashtar. Once there, you make the rest of the trek on foot, braving the fury of the elements. When you get to the mountains, be sure to take into account the direction and speed of the wind before you jump.

Use the driving snow as an indicator of which way the wind is blowing. You can be blown into an attack or off a cliff!

ACT THREE

You manage to defeat Baron Spider, leader of the tribesmen of Chaos. He taunts you by revealing the true nature of the threat to the world, led by his master, Ashtar. You also discover that Irene is being held in the Tower of Lahja, and you lose no time in going after her! The forest path to the Tower is treacherous, and parts of it are only visible when the lightning flashes. Try to conserve as much ninja art power as you can, as you'll need all of it when you get to the boss.

Ninja doubles will come in handy throughout the stage, and are especially helpful against the Tower's cyborg guardian.

The stairs can leave you vulnerable to attacks from various angles. Try to find spots where you're shielded.

ACT FOUR

Flush with excitement at having found Irene, your joy turns to shock as Ashtar appears and blasts you with the power of the Dark Sword. Robert joins you, but it's too late. Ashtar flies off with Irene, challenging you to follow him into the Maze of Darkness! The first part of the underground maze is deceptively simple, but it soon turns ugly with some particularly frustrating jumps. Various flying and jumping enemies, combined with difficult jumps, make the going especially treacherous.

The tentacled Goblin's Eye looks relatively harmless, but he can take a lot of bars off of your life meter.

You may be tempted to rush to beat the timer, but the Power-Ups are definitely worth a few seconds of your time.

ACT FIVE

With the defeat of another of Ashtar's servants, you might think that your ordeal in the Maze of Darkness is over. Think again! Ashtar appears long enough to taunt you once more, threatening Irene's life if you don't fight him. Despite Irene's protests, you plunge farther into the darkness ahead. If you've gotten this far, you're probably in need of Power-Ups and 1-Ups. Be careful as you collect each item, though, as you want to retain the Invincible Fire Wheel power if at all possible.

Fire, ice and lethal spikes are all around as you race to save Irene and the world from evil and chaos.

If you get through this stage, you'll finally match the power of your Dragon Sword against Ashtar's Dark Sword!

Ashtar's powers prove no match for your skill and determination. But victory is short lived, as Irene reveals that a greater battle lies ahead, one that will take you to the Heart of Darkness!

NINJA 外伝 GAIDEN III™

1991

MUTANT MAYHEM!

Ryu finds himself a wanted man, framed for the murder of his friend and partner, CIA agent Irene Lew. He vows to bring her killer to justice, and he starts with the secret laboratory complex she was investigating before she fell to her death.

Will the ancient arts of the ninja be a match for armored warriors with advanced weaponry?

ACT ONE

Besides having improved graphics, sound and play control, this final mission features different ninja arts and moves. The Power-Ups are now labeled, so you can see what you'll get before you hit it. This is handy during the first stage, giving you a chance to sample each new ninja art and see its effects. You also get a chance to practice your new ability to grab onto platforms from below and swing up. There's lots of climbing here, and the platforms are crammed with enemies.

The graphics have more detail, and the colors are more vibrant, making it easier to see individual sprites.

The strategy for this boss is much like the other first stage bosses: avoid his shots and hit him from behind.

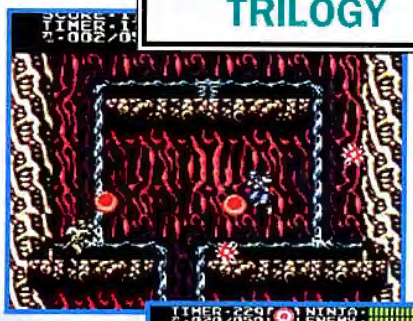
Besides trying to figure out your new opponents' weaknesses, you also have to contend with quicksand.

ACT TWO

Given your past experiences, it's almost no surprise when a mysterious stranger suddenly shows up. He does get your attention, however, when he says that Irene is still alive and being held in the Castle Rock fortress. You journey across a desert and into a series of caves, each populated by a myriad of mutants, no doubt produced in the lab you visited earlier.

ACT THREE

You're confronted by the video image of Mr. Foster, Irene's boss at the CIA. He seems to be in command, but when you ask if Irene is being held in Castle Rock, he looks surprised. You don't have time to wonder about his role in this crisis, and you rush onward into the steamy Amazon forest. Use the thick jungle vines to cross the piranha infested waters. Moving platforms can be both helpful and dangerous, so time your jumps and ducks carefully.



These mutant creatures roll about the underground passages, posing a bigger threat than you might think.

Does Foster have anything to do with Irene? Or is the stranger leading you astray for reasons of his own?

ACT FOUR

The mysterious stranger returns, and this time, he claims to be the one responsible for whatever has happened to Irene. Why is he doing this? Can you trust anything he's told you? You don't know if Irene is dead or alive, but you've gone too far to turn back now. You've reached the foundations of Castle Rock, and now you must navigate through its dungeons. The entire level is lined by huge spikes, and the whole point is not to get impaled! Falling is not always fatal, but you can be sure that one misstep here will be your last.

Your success here depends on your climbing and jumping skills. Keep an eye out for any patterns.

ACT FIVE

The stranger finally introduces himself as Clancy and explains that Foster is his partner in an incredible plot involving the very mutants you've been battling. Clancy urges you to go after Foster. You realize that Clancy's motives are probably less than honorable, but until you find out for sure what's happened to Irene, you'll take no chances by going against Clancy. It's time to breach the Castle Rock fortress!

High flying enemies abound, and you'll have to trust that the moving platforms are taking you where you want to go.

As the rest of the saga plays out through two more Acts, you finally learn the truth about Irene, Clancy, Castle Rock and the Ancient Ship of Doom. Ryu Hayabusa, your ultimate destiny awaits!

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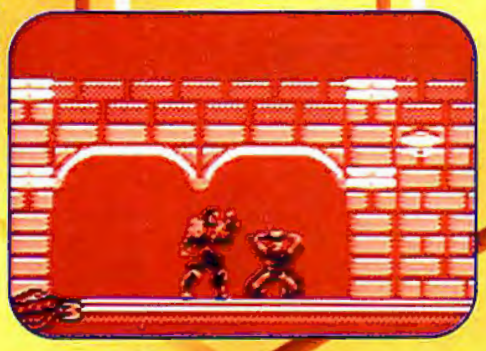
The Great Atomic War o 2070 has devastated th land and unleased crimi nal forces that threate to destroy America Conventional lego authorities have prove incapable of controllin the rioters, gangster and caffeine dealers Finally, an all-powerfu force of Judges is creat ed. Acting as judge, jur and executioner, they ar truly the court of las appeal. Judge Dredd, th top judge in service faces sinister forces tha threaten to destroy hi and the system of justic he has vowed to uphold

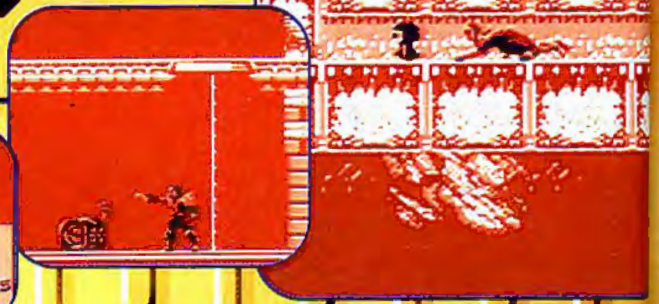
THE JUDGE OF LAST APPEAL

The seven-stage Game Boy version of Judge Dredd closely follows the story line of the Sylvester Stallone movie. Dredd's honorable record is suddenly worth nothing when he is convicted of murder. The action doesn't let up as Dredd searches for evidence that will exonerate him and bring the real wrongdoer to justice!



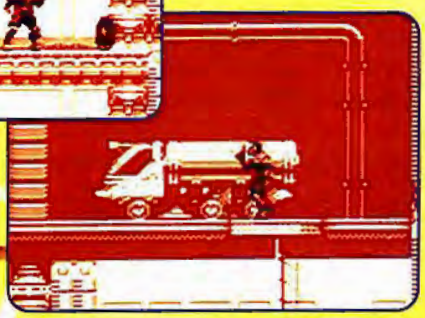
DREDD LIGHTLY

Judge Dredd uses his brains as much as brute force. He should often arrest perpetrators instead of simply sentencing every thug on the spot. Arrested perps often drop valuable Power-Ups. What's more, they'll win Judge Dredd an arrest bonus at the end of each stage. The Judge should also take the time to poke walls and check out crawl spaces for Power-Ups.



HEAVENLY HAVEN

The seething citizens of Mega-City One periodically try to puncture the boredom with block wars. Judge Hershey has called in Judge Dredd to help quell an especially violent outbreak in the grimy neighborhood of Heavenly Haven. Dredd will have to contain the rioters by destroying their caches of ammo, then arrest or sentence all troublemakers in the vicinity.



THE LAWGIVER

Dredd's constant companion is the customized gun known as the Lawgiver. This hand-held beauty can fire the many different types of ammo Dredd finds on his way, including Grenades, Heat Seekers and Ricochet Missiles.

DEFY GRAVITY

Anti-gravity devices, those technological marvels of the 22nd century, lift Dredd to valuable Power-Ups but lose their power after a brief time. Dredd should look carefully before he leaps.

CLUB ZED

You have to give that Zed credit. Like a true warrior, he puts up a ferocious fight and will only be carried out on his shield. Finishing off the chief squatter requires lots of Judge Dredd's Grenades.

ASPEN PENAL COLONY

Cursed Earth is the appropriate name for the radiation-blasted wasteland covering most of America. Incorrigible law-breakers in the Aspen Penal Colony, set in the middle of Cursed Earth, have rioted and seized hostages. Judge Dredd's primary objective is to close all security doors in the prison. His secondary objective is to free all the hostages. To do both, he'll have to search the cellblocks above and even the sewers below.

LOCK DOWN

Sealing the security doors won't be easy. Judge Dredd will first have to get to the computer terminals placed throughout the prison and engage the locking procedure. Naturally, the prisoners have posted their toughest rioters to guard the hardware.

FREE AT LAST

Once freed, the ecstatic hostages want to hit the road as fast as possible. Judge Dredd will want to take his time poking through Aspen's walls, though, because Power-Ups are often concealed in hidden passageways like this Extra Life in Part One.

RRRIOT BOY

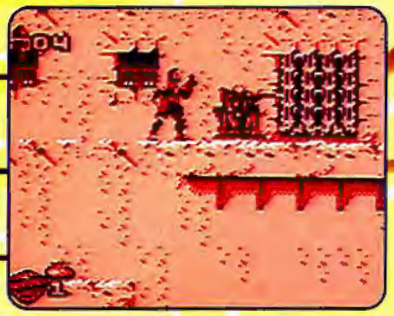
Fancy footwork allows Judge Dredd to terminate the riot leader without suffering a scratch himself. Climb the ladder to the bad guy's right, stay out of range and pepper him with plenty of Grenades and Heat Seekers. Just be sure you have an impressive arsenal before fighting this baddie. The nearby electric gate lets Judge Dredd in but won't let him check out!

THE FUGITIVE

Judge Dredd is framed for murder! Fortunately, tradition grants retiring chief judges one final ruling. Chief Judge Fargo decides to retire so he can commute Dredd's death sentence to life without parole in Aspen Penal Colony. En route to Aspen, Dredd's shuttle is shot down by the diabolical Angel Clan. Dredd survives and must seek the wisdom of Judge Fargo while fighting off the ruthless denizens of Cursed Earth.

INTRUDER IN THE DUST

By tradition, retired judges end their days amid the ruins and parched land of Cursed Earth. Dredd must get to Judge Fargo before his mentor fades away, but it won't be easy. The Angel Clan is determined to exterminate all intruders!



GILA MUNJA

Running only on adrenaline, the bare-chested Gila Munja are invulnerable to all bullets and bombs. Judge Dredd will have to take them on in hand-to-hand combat. That's O.K., because he was stripped of all weapons except for the Lawgiver and General-Purpose Shells after being convicted.

GRATEFUL DREDD

With his last words, Judge Fargo tells Dredd that the Book of Law holds the secret that will exonerate him. Dredd must now plumb the depths of Cursed Earth to find the book. One slip in Cursed Caverns and he is lost forever!

BACK TO MEGA-CITY ONE

The Book of Law reveals that ex-Judge Rico is Dredd's genetic twin. It was Rico's DNA, not Dredd's, that the investigating judges found on the murder weapon! Returning through the sewers of Mega-City One, Dredd will have to arm himself for the showdown with Rico by cracking open every ammo box he can find.

STOCK UP

Aggressive perps armed with flamethrowers patrol the city sewers, doing their best to keep the arsenal out of Dredd's way. No perp guards the Extra Life stashed in a cranny, though.

When Dredd reaches an anti-gravity lift, he should cut back to the ladder and crawl through the nearby wall.

AIR 'EM OUT

Back on the mean streets of Mega-City One, Dredd can ride a network of anti-gravity devices to more ammo supplies. Leaping aboard these non-stop devices requires split-second timing, though.

HALLS OF JUSTICE

At last, Judge Dredd reaches the Halls of Justice, where he hopes to prove his innocence to the assembled judges. Upon entering, he discovers that the judges have been assassinated by Rico! Dredd must find Rico's secret hideaway by using the Central Terminal.

JUDGE HUNTERS

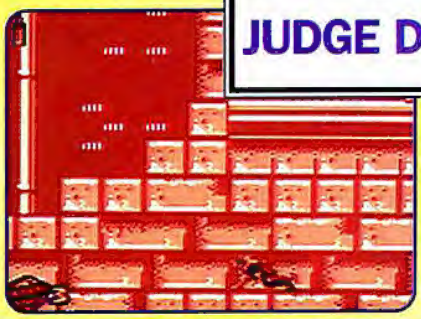
Even though he was unjustly convicted, Judge Dredd still upholds the law. He should arrest, but not sentence, the Judge Hunters terrorizing the Halls of Justice. Dredd will also have to move quickly if he wants to elude the fast-moving gun cars patrolling the marble corridors.

NO FREE PASS

A series of high-security electric gates in the Halls of Justice requires Judge Dredd to turn detective. He must track down Security Door Cards and insert them in the proper computer consoles to deactivate the gates.

STATUE OF LIBERTY

The Central Terminal reveals that Dredd's evil twin has fled to the Janus Lab, a secret cloning facility hidden in the ruins of the Statue of Liberty. A battalion of outlawed Atomic Biological Chemical (ABC) Warbots stands guard at the statue. Judge Dredd will need all his audacity and ammo to battle these awesome automatons!



ABC WARBOTS

These hard-hitting behemoths have been programmed to pepper all interlopers with lethal heat-seeking missiles. Dredd will have to stand his ground and blast away with High-Explosive Missiles and Armor-Piercing Missiles. He should be willing to take a few hits, because the Warbots are only vulnerable when facing an enemy.

ON THE FLY

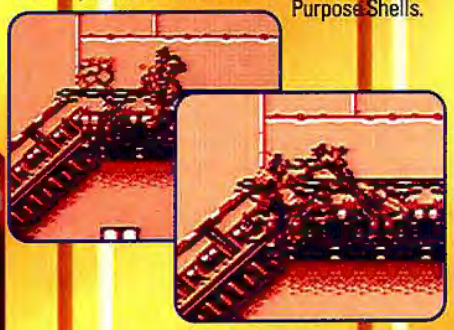
The fiendish mind of Rico has laid some deceptive traps for anyone who would dare to enter the Janus Lab. A fleet of anti-gravity devices outside the statue and inside the lab can carry Judge Dredd to where he wants to go. These devices are seemingly simple to step on but are actually quite treacherous. One false step could be Judge Dredd's last!

JANUS LAB

Upon discovering that Judge Dredd has entered the Janus Lab, Rico hatches an army of half-formed clones from the lab's cloning tubes. These hideous creatures pursue Dredd, who must also contend with ABC Warbots, flame-throwing perps, anti-gravity devices and exposed heat flues that threaten to burn him at any moment.

ABC, 1-2-3

With their steel fists, Warbots can hammer Judge Dredd into hamburger. Fortunately, Dredd can outrun and out-jump these slow-moving bruisers and their heat-seeking missiles. In contrast, the clone hatchlings move very fast. Dredd should stay out of their range by climbing a nearby ladder, then shoot them with General-Purpose Shells.



LIGHTS OUT

Dredd needs to pull the plug on Rico's version of biological warfare. To do that, he will need to get to the computer terminals stationed throughout the lab. He can use the terminals to cut off the electricity that powers the cloning tubes.

RENEGADE RICO

Rico has fled to the top of the Statue of Liberty! To reach him, Judge Dredd will have to blow up the panels controlling a series of electric gates inside the statue. Once outside, he'll find Rico zipping around the lady's head in a fast-moving anti-gravity device. Dredd will have to stand his ground and unload every Heat Seeker and Double Whammy he's got.

AMAZING - SO RICO IS MY GENETIC TWIN... THAT'S HOW THE DNA SAMPLES MATCHED. THEY WERE
JOSEPH WE HAVE BEEN DECEIVED. CO IS NOT DEAD - IS BEHIND YOU! DENISE.

COUNSELORS' CORNER

Super NES

BRAINLORD

WHY ARE BUBBLES FLOATING OFF MY CHARACTER?

Terral Dunn

Rising bubbles do not mean you're suffering from indigestion. Floating bubbles indicate that your character is poisoned. Some enemies—especially scorpions—can poison you during the adventure. Poison fountains and traps also cause this condition. While poisoned, your attack power is reduced by half. Remedy the condition by using an Antidote Herb or staying overnight at an inn.

Rising bubbles warn you that your character's attack power is reduced by half.

Remedy the effects of poison with an Antidote Herb or by staying at an inn.

WHERE CAN I BUILD UP MAGIC FAIRY LEVELS?

One great location to build the levels of your Magic Fairies is north of Toronto. You cannot go to Toronto until you show the Plaque to Ranel's grandfather in Arcs.

Walk north of the town past the mesa with the archer. Continue up a canyon and fight the hunched-over henchmen with the curved sword. Defeating this opponent gives you a Fairy Gem.

Turn around and walk back down the narrow passage. When you return, the same enemy will be waiting for you again. Keep repeating this pattern until your magic levels are built up.

Need to build up magic levels? Look for the passage north of the town of Toronto.

Continue your journey past the archer enemy. You're on the right track. Keep moving north.

Defeat this sword-toting opponent repeatedly to raise your Magic Fairy Levels.

Super NES SPIDER-MAN

HOW DO I ACTIVATE THE OTHER SUPERHEROES?

Dennis Carino

In order to activate another super hero besides Spidey, you need to collect a Guest Hero Pick Up icon. This item looks like a colored circle with the number "4" in the middle. The color of the icon determines which super hero will be activated. Pick Ups are commonly found in the Sewers, but you cannot change to a new Super Hero in this area.

Finding a Guest Hero Pick Up in the Sewers leads to fantastic fighting opportunities.

You'll be able to use Reed Richards, Mr. Fantastic, when you find the blue Guest Hero Pick Up.

HOW DO I DEFEAT GREEN GOBLIN?

Green Goblin is out to ruin Spidey's day in the park. Stand at the edge of the shaft where you entered the Goblin's lair. When your foe hovers close, kick him in the torso. Crouch to avoid bombs thrown your direction. Keep repeating this routine until Goblin jumps off his hovercraft. Kick at his head and move back to the shaft. Duplicate this pattern until Green Goblin's gone!

Don't get bombed by this green meanie! Stand by the shaft as he hovers nearby.

Wait for the Goblin to fly nearby in his hovercraft, then jump up and kick him in the torso!

Green Goblin hates being treated like a soccer ball! Kick this guy around to finish him off.

HOW DO I DEFEAT DR. OCTOPUS?

Avoiding the sticky grip of Dr. Octopus is tricky, but you can use the deranged scientist's own weapons against him. Activate the laser by jumping up on the right side of the screen and swinging back left to hit the switch above the laser chamber. Now bait Dr. Octopus into the center of the laser chamber. Surprise him with a web attack to his face. The Doctor will be temporarily blinded by web attacks and won't be able to avoid the piercing power of the lasers. Keep at it until he's sushi!

Keep out of Doc Ock's deadly grip—climb up the right side of the room to the laser switch.

Lure the bad doctor to the center of the laser chamber. You're the only bait available!

Dr. Octopus hates webs in his face! Sling a web at him and watch the laser light show.

Super NES OGRE BATTLE

HOW DO I IMPROVE MY REPUTATION?

In addition to taking territory, there are a variety of methods for raising your reputation. Receiving a Fortune, Lovers, or Temperance card improves your level. Liberating towns with armies possessing a high alignment works, and fighting forces stronger than your army raises your reputation, too. Discovering towns and temples or running from unbeatable battles leads to fame and fortune.

Be a good leader. When liberating a town, select an army with a high alignment level.

Winning a Fortune, Lovers or Temperance card boosts your reputation gauge.

HOW DO I DEFEAT UNDEAD ENEMIES?

Skeletons, ghosts and other undead enemies can only be defeated by weapons or spells containing White Magic. White Magic appears in a variety of forms in the game. Clerics cast White Magic spells. Some weapons, like the Rune Axe and Mystic Staff are made of White Magic. If Clerics or holy weapons are not available, review your Tarot card inventory. A Judgment card effectively concludes the dawn of the living dead. Keep this card at hand as you progress through the game.

Dueling with the departed is a frustrating experience—they have nothing else to lose.

The Mystic Staff and Rune Axe are effective weapons againsts skeletons and ghosts.

If White Magic or holy weapons are unavailable, review your Tarot Card inventory.

HOW DO I GET CANOPUS TO JOIN ME?

Eagle man Canopus is a powerful addition to your forces. You can find him in the City of Bah'Wahl in the Sharom District. Liberate the hidden town of Lenikan, located in a forest clearing in the lower center of the map, and Chang'Ga, the city directly north of Lenikan. Venture to the map's southwest corner and walk to the end of the road, where you'll uncover a hidden temple. Talk to Yulia and then travel to the town of Latingur. Here you will learn that Yulia is Canopus's sister. Receive the Wings of Victory by talking to her again. Canopus joins you when you take the Wings to him.

Canopus is supportive of your cause, but not enough to join you. Can you convince him?

Uncover this hidden Roshian Temple and talk with a mysterious woman named Yulia.

The Wings of Victory are the proof Canopus needs to join your army. Yulia gives them to you

Game Boy LINK'S AWAKENING

WHAT DO I DO WITH THE HORSE HEADS?

Lourdes Meek

The horse head, or knight, chess pieces lying around the Face Shrine and Eagle's Tower confound many Zelda fans. This puzzle is unique to the Link's Awakening game. Pick up the heads and throw them about the room. If both heads land upright, the door will open. Getting the heads to land on their feet takes some patience, but you need to do it to complete the entire maze.

What's up with these horse heads lying around in the rooms with closed doors?

Throw the horse heads until they land upright. This is the only way to open some locked doors.

WHY DOES EVERYONE CALL ME "THIEF?"

The only reason everyone in the game would call you a thief is that you stole an item from the Tool Shop in Mabe Village. If you return to the shop, the store owner will zap you with a bolt of lightning. If you have the shovel, you can finish the game, but everyone will call you "thief," and you'll never be able to buy anything at the shop again. You cannot return the stolen merchandise. Crime doesn't pay on Koholint Island. If you don't want to be branded as a criminal, reset your game and play it straight.

Crime doesn't pay. Rip off this shopkeeper and he'll rip you in half with a lightning bolt.

Stealing from the shop results in a name change. From now on your name will be "Thief."

If you're not enjoying your life of crime, reset your game if you haven't already saved it.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Lethal Enforcer

Q: How do I destroy the mini-tanks in the Chemical Factory?
A: Shoot at the laser cannons until they blow up.

Q: Can I use the Super Scope?
A: No. You need the special light gun that comes with the game.

Q: Can I reload the Machine Gun or Grenade Launcher?
A: No.

Aladdin

Q: What is the Gold Bug inside some of the treasure boxes?
A: That's a Scarab. It lets you play the Break Time game!

Q: What is that rolled-up piece of paper?
A: That's the Magic Carpet that allows Aladdin to fly through the air.

Q: How many endings are there?
A: Two. Collect all the gems to get the second ending.

Ultima: Runes of Virtue

Q: How do I raise my attributes?
A: Find the Runes in the game.

Q: What if I lose my ship?
A: Walk the shoreline until another pirate ship attacks.

Q: Can I get the chests on the conveyor belt in Yew?
A: No. The chests are there to block your path.

Super GAME BOY

Last year, Nintendo gave players a blast from the past with Space Invaders. The success of that Pak has inspired a series of two-in-one

ASTEROIDS

SPACE-ROCK'N GOOD TIME

If you remember playing Asteroids in the arcades, you'll be happy to know that all of your old strategies will still work in this great translation! In the arcades, Asteroids had a five button control layout: Trust, Fire, Rotate Left, Rotate Right and Hyperspace. Because the Game Boy has only two buttons, the control layout is a little different, but it is really easy to make the adjustments necessary to master Asteroids once again! The game looks great on the Game Boy, but if you own a Super Game Boy, you can really appreciate the enhancements in this Game Pak. There are three different skill levels, so you can gradually work up to being the Asteroid blasting hotshot from your glory days! There are also two different graphics styles: the updated graphics style with rendered space-rocks and a fancy little ship, or the classic, vector graphic version in which you fly a triangular space cruiser triangle!

Space travel has never been a safe endeavor, what with space aliens trying to blast you into spacedust all the time. When you signed up with the legion, you never thought it would end quite like this. A simple hyperspace jump gone bad has dropped you in the center of the asteroid belt, and your only chance for survival is to blast your way out. To make matters worse, the aliens' sleek ships are hunting you down, there's never a dull day in space.

HYPERSPACE

Are things getting a little too tight for you to escape to safety? You should really try to avoid heavy traffic, but it can be tough to keep an eye on all of those asteroids! Rather than sitting still in the center of the screen, give the thrusters a light blast once in a while. It's easier to get out of harm's way if you keep moving. If all else fails, hit the A Button to use the Hyperspace. It's a risky move, but it's better than being crushed.

Classics part I

Game Paks featuring the best of the classics. Now players can own an entire arcade's worth of these timeless hits!

THE LAST DEFENSE

What better classic game to team up with Asteroids than Missile Command? Either of these games on its own would be a score, but the fact that both games are in this Pak make it a "must buy" for classic game fans. While Asteroids is almost an exact translation from the arcade, Missile Command went through a few necessary changes. The original arcade game bad a wider screen, so you were able to shoot from three different missile caches. In this version of the game, you have a narrower screen, so you need only two caches, which conveniently corresponds with the two buttons on your Game Boy. You'll miss the old trackball when you're aiming your shots because the Control Pad isn't capable of the same speed or accuracy. While it's possible to play a two-player game using the Super Game Boy, it seems strange that you don't use both Controllers. Instead, both players share Controller I, passing it off between turns. All-in-all it's Missile Command with some great new twists.

WATCH YOUR SHOT

You have only two caches of missiles, so you must be careful when you use them. If you run out of missiles, you'll be defenseless until the end of the round, so survival will be entirely a matter of luck. Each of your missiles will cause a large explosion when it reaches its destination, so try to aim your shots so that they take out several missiles at a time. Remember, if an enemy missile hits your cache, you'll lose your missiles!

Just when you thought the world was safe from a missile attack, an unknown force has let loose a barrage upon the earth's major cities. Luckily for you, none of the world's huge defensive missile stores have been dismantled yet. As the dust is brushed off of the command center's control panel, the alarm goes off, signaling the arrival of the first wave of incoming missiles. You take quick aim and let loose with your first shot!

THIS GAME WILL BUG YOU

When we say that this game will bug you, we mean that in a good way—the bugs are everywhere in this classic title! If you thought that Asteroids had simple controls, check out Centipede. The original game had only a fire button and a trackball, but this version uses the Control Pad and a fire Button. Like Missile Command, the Game Pak is an updated translation from the original arcade game. The screen had to be reconfigured to fit on the Game Boy, but with a few adjustments you can play Centipede like you did in the past. To make the game more challenging, there are four skill levels and a great two-player game that uses both controllers when you use the Super Game Boy. The same addictive properties that made Centipede a classic have survived the translation, so if you can't put down your Game Boy don't blame us—we warned you!

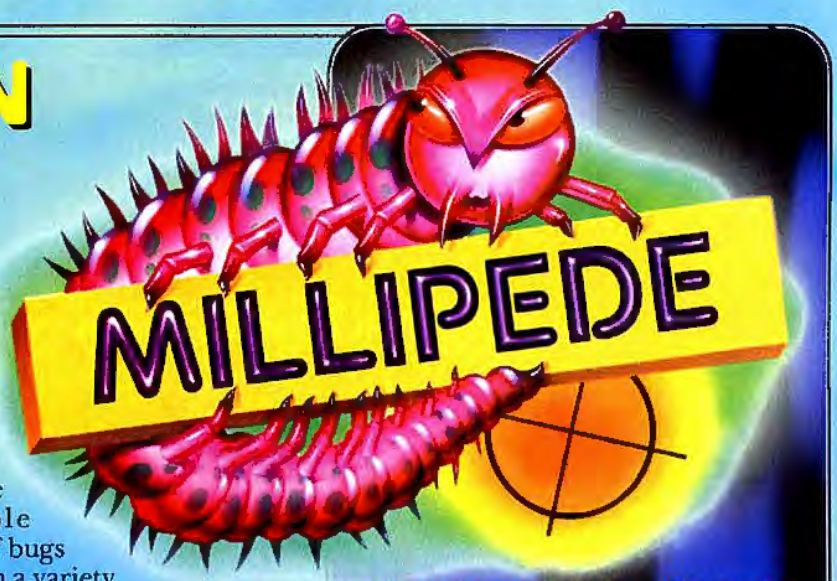
The bugs are taking over the garden and it's your job to keep them out. In this anti-insecticide world, your scientists have discovered a non-toxic method of killing off the insect hordes! You've been shrunk down, then equipped with a mini-ship and a powerful laser. As the bug blasting begins, you realize that this is a whole new world. You're fighting the bugs on their terms, and you might not win this fight. You can't help but ask yourself if it wouldn't have been easier just to squash the bugs under your boot.

STREAKER

There are several different bugs in this game that are not necessary for you to defeat, but they can still be a big boost to your score. The Spiders are the most common of the special bugs. They bounce across the bottom of the screen looking to destroy any unwary players. They are worth big points anywhere you hit them, but the lower on the screen they get, the more they're worth! The Streakers are worth points as well, but they can be tough to hit. They come shooting down the screen dropping mushrooms in a tight line. When you take aim at them, keep shooting as quickly as you can—it takes several shots to destroy them.

CENTIPEDE
MILLIPEDE

GARDEN WARS



In the arcades, Millipede was the sequel to the very successful Centipede. Because it was the sequel, the programmers tried to make this game much tougher than the original, and they succeeded! Millipede has a whole new army of bugs that attack in a variety of new ways, a screen that slowly scrolls, and several new obstacles for players to avoid. Players can play by themselves, or they can challenge a friend to a high score contest. The two-player game has an option that lets you use two controllers with the Super Game Boy, so you won't need to pass the Controller back and forth between turns. There are several difficulty levels for you to choose from at the beginning of the game, and as you progress further, more difficulty settings are revealed. This game is tougher than Centipede so it only stands to reason that it is even more addicting! All-in-all, this Game Pak is a must buy for fans of these classic bug-stompers.

Just when you thought that you might have gained an edge on the entomological armies, they've returned in force! The millipedes have taken the place of their weaker cousins, and they have recruited the help of several new friends. To counter this assault, you'll have to break out the long banned DDT. With the help of this powerful and deadly insecticide, you hope to win the battle of the bugs. There is only one problem with your plan. There is a limited supply of DDT, and the bugs just keep on coming!

SAVE THE DDT

With an entirely new band of insects comes a new set of tricks for you to learn. As the game progresses, the screen will slowly scroll down, revealing new sections of the garden. Spread throughout the garden are several containers of DDT. If you hit one of these containers, a deadly cloud will escape, destroying all the insects in the area. The trick is to save the DDT until the millipede is nearby, then to use it to destroy the entire beast. If you need to clear out the space at the bottom of the screen, try aiming at the Dragonflies. Each one you hit will send the screen scrolling in the opposite direction.

It looks like the gang at Shiny Entertainment has had a few root beers too many. Yep, they've brought back last year's squirmiest superhero for seven stages of hand-held hijinks!

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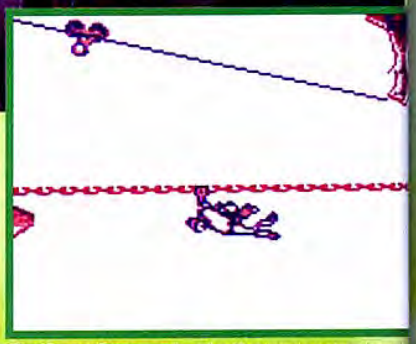
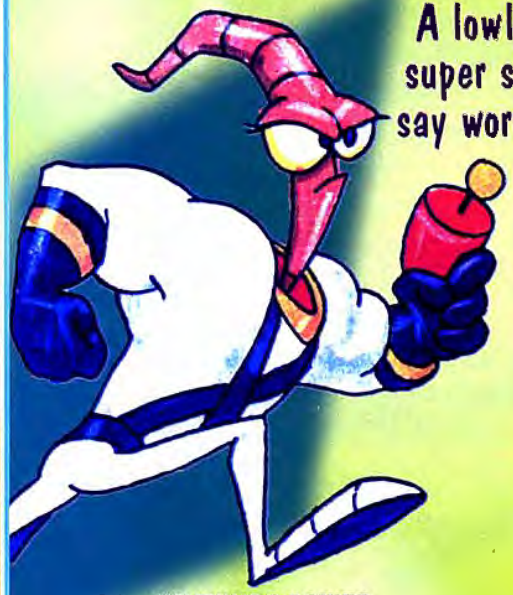
EARTHWORM JIM™



The Game Boy version duplicates seven stages from EWJ for Super NES. For more help, check out the detailed maps for the original game in Volumes 66 and 67 of Nintendo Power.

DOWN AND DIRTY

A lowly worm is crawling along one day when an indestructible super spacesuit falls on his little pink bod. Faster than you can say wormwood, Jim warps into a pumped-up and pugnacious superhero. He's going to need all his new-found moxie, too, because an evil, pus-filled, festering Queen wants that suit back and has given a bevy of bizarre bosses one order: Squish that worm!



A mean Snowman on Planet Heck will try to put Jim on ice.

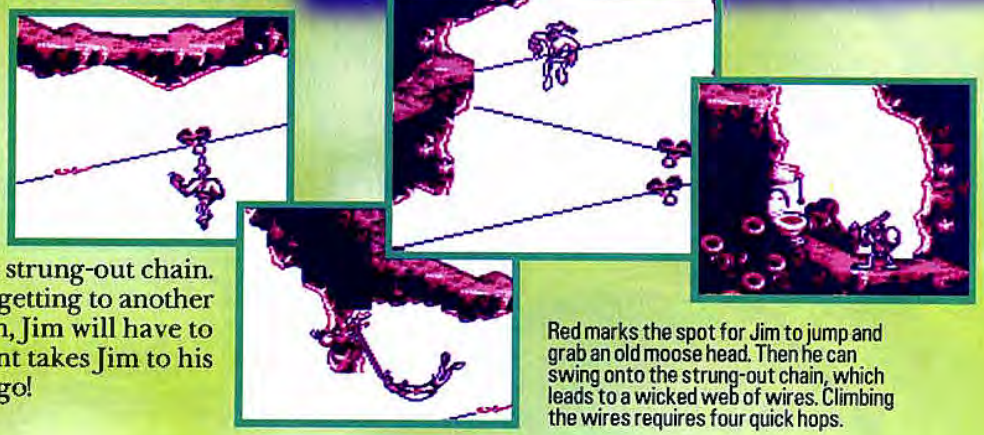
Jim can whip, grab and climb with his head. Now that's using the old noggin!

NEW JUNK CITY

That funny-looking device hanging from Jim's holster turns out to be a Plasma Blaster. To Jim's delight, it's great for making bird toast! Next, Jim spots the quarrelsome Queen ordering Psy-Crow, the intergalactic bounty hunter, to recapture the super suit. It seems the Queen thinks it can make her as gorgeous as her imprisoned twin sister, Princess What's-Her-Name. Get a grip, Queen! Jim decides he's gotta find the beauteous sis. It won't be easy. First he has to survive the devilish dregs of New Junk City, including crazed crows, morphing garbage cans and Chuck, the surly proprietor. As if this isn't enough, Jim will have to tame Chuck's pet dog, Fifi—a poodle with an attitude!

GOING FOR A STRAIGHT FLUSH

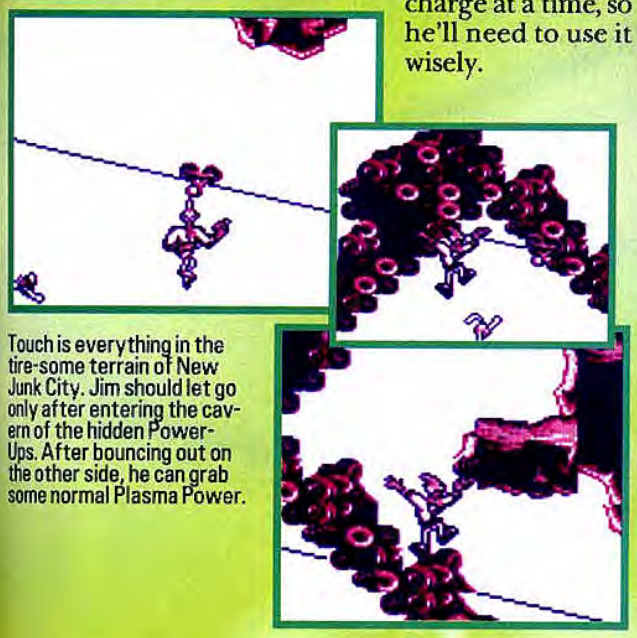
Jim is sure glad to see this toilet, which will flush him to a hidden area chock-a-block with valuable Power-Ups. After launching a grazing cow into orbit, Jim will climb a tower of tires. Yelling Cowabunga, Jim should hop to his left and grab a ledge. A nearby pulley will usher him to a strung-out chain. Now comes the tricky part. After getting to another ledge on the far side of the chain, Jim will have to climb three wires. A quick descent takes Jim to his porcelain prize. Watch that worm go!



Red marks the spot for Jim to jump and grab an old moose head. Then he can swing onto the strung-out chain, which leads to a wicked web of wires. Climbing the wires requires four quick hops.

WORM ON A WIRE

There's gold in them thar bills of tires—or at least, a treasure trove of Power-Ups! Returning to the wire that led to the terrific toilet, Jim should let go just before he reaches the red spot. He'll slide down another wire to a cavern with a Suit Power-Up and a Mega Plasma charge. This special weapon leaves nothing but scorched earth in its wake, but Jim gets only one charge at a time, so he'll need to use it wisely.



Touch is everything in the tire-some terrain of New Junk City. Jim should let go only after entering the cavern of the hidden Power-Ups. After bouncing out on the other side, he can grab some normal Plasma Power.

Chuck & Fifi

Throughout New Junk City, Fifi le Stinky tries to get fresh worm for dinner! At last, Jim will get to meet the proprietor. Ever the gracious host, Mr. Charles, Esquire, would like to serve Jim a tasty plate of predigested fish.

Unfortunately, Chuck hangs out just beyond range of Jim's Plasma Blaster. Meanwhile, a moving magnet drops big hunks of junk on Jim.

Jim should whip the junk onto a nearby spring, where it will bounce up and bop Chuck. The worm is glad to trash this place!

ANDY ASTEROIDS

After each stage, Jim warps through a wormhole to his next destination. Not one to be daunted, Psy-Crow straps on a rocket backpack and whooshes off in hot pursuit. Snagging Fuel Pods keeps Jim in the race, while grabbing Asteroid Shields can protect him from the onrushing space debris.

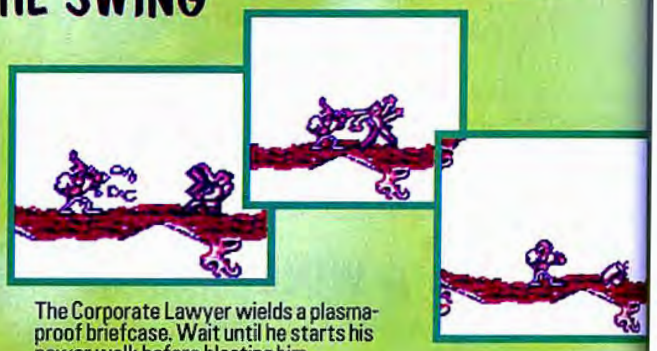
Jim can grab Atomic Accelerators to make sure the bad bird eats crow. If Psy-Crow rockets across the finish line first, Jim will have to battle him head-to-beak.

WHAT THE HECK?

Next stop: Planet Heck, a place filled with mountainous mazes, a sinister snowman and, most horrifying of all, corporate lawyers! Ruling all with an iron paw is that cruel kitty, Evil the Cat. Jim will have to step lively if he wants to avoid a hot foot.

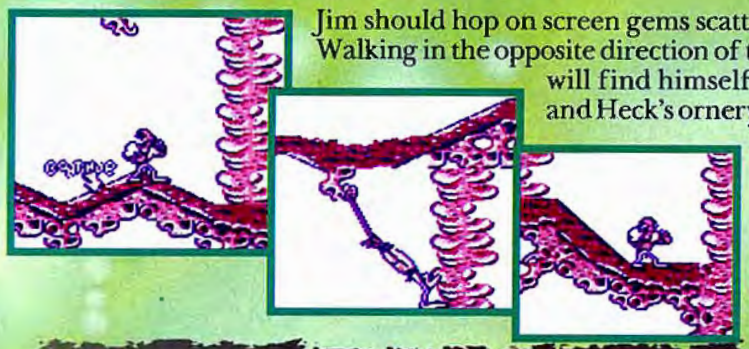
GETTING INTO THE SWING OF THINGS

Even a shrewd earthworm will have trouble keeping track of the chutes and staircases to nowhere. Jim will need his swing to grab Power-Ups and cross gaps in his path.



The Corporate Lawyer wields a plasma-proof briefcase. Wait until he starts his power walk before blasting him.

THIS IS ONE CRAZY CAT



Jim should hop on screen gems scattered throughout Heck. Walking in the opposite direction of the spinning stones, Jim will find himself rising to Power-Ups—and Heck's ornery residents! Jim can take care of the Snowman by whipping him into a puddle.

After defrosting the Snowman, Jim should grab the hook overhead and swing through the wall on his right to grab an extra life.

EVIL THE CAT

The tyrant of Heck dive-bombs Jim with hairballs. It's a pretty dorky attack, but remember, even an un-cool cat has many lives. Jim should wait until the flying feline appears in the sky, then fire away with his Plasma Blaster until Evil turns into kitty litter.

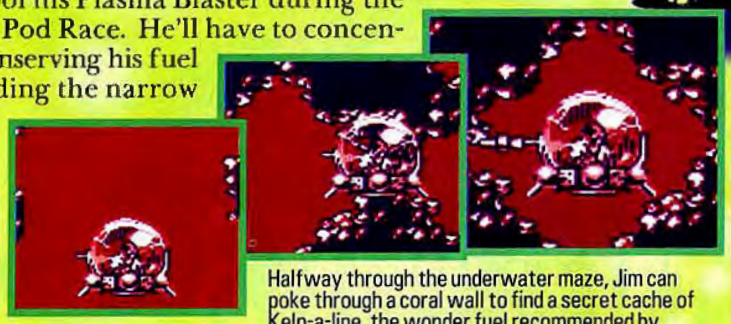
Cats may purr, but whenever Jim conquers a stage, he exclaims, "Groovy!"

DOWN THE TUBES

Jim will have to pass through the underwater lair of Bob, a goldfish bent on conquering the universe! Helping Bob get his fiendish little fins on Jim's suit is the ever-loyal #4, a cat with a mean streak a mile wide. Jim will have to go through a friendly hamster's Habitrail and then race through coral mazes in special deep-sea pods.

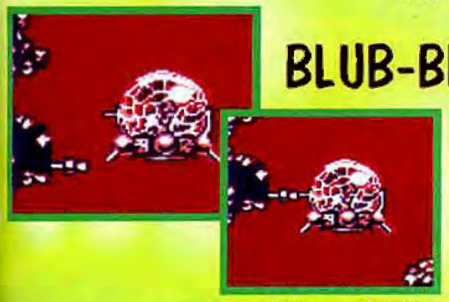
SUBMARINE SUPERHERO

Jim can cool his Plasma Blaster during the marathon Pod Race. He'll have to concentrate on conserving his fuel and threading the narrow passageways of coral.



Halfway through the underwater maze, Jim can poke through a coral wall to find a secret cache of Kelp-a-line, the wonder fuel recommended by earthworms everywhere.

BLUB-BLUBBING TO BOB



Jim relies on annelidan intuition to find his way through the maze. Fortunately, you can plot a course for him by using the maps in Volumes 66 and 67 of Nintendo Power.

Cruise cautiously, or else the razor-sharp coral will crack Jim's glass pod. Get help from the Kelp-a-line caches en route.

FOR PETE'S SAKE

Jim has to walk Peter Puppy home—on Mars! Whip Pete over the Martian canyons, or he'll morph into a raging monster that will suck life out of Jim. Seesaw platforms along the way make Jim especially tipsy. He'll need more than a pooper scooper to handle the meteor showers and flying saucers. Beware of the Unipus, a one-armed beast that would like to hug Pete—permanently!

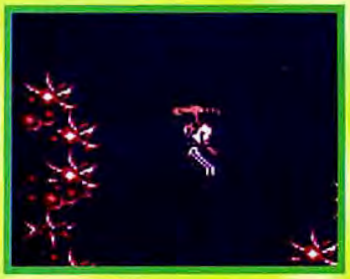
SNOT A PROBLEM

"I've been slimed!" cries Earthworm Jim. It seems that a nose for trouble has led him to Major Mucus, a bungee-jumping boogie man who will try to knock Jim into the grimy walls. Jim will have to do the same or else he'll fall into the clutches of Mucus Phlegm Brain, who is treading slime below while waiting for lunch.

The strand-o-meter shows just who is hanging by a thread. Jim will have to beat Major Mucus in a three-jump tournament in which each successive jump gets tougher.

BUTTVILLE

Jim has to go where the sun never shines to conquer the centipede Queen. After helicoptering down a spike-lined chasm, Jim will have to swat bugs, mini-pedes and other things that go bump in the night. Beating Her Evilness requires mucho ammo. Then, it's on to the Princess!



PLAYERS POLL CONTEST

GRAND PRIZE

BE A SPECIAL GUEST AT

DAVID FISHOF PRESENTS

MORTAL KOMBAT®

LIVE TOUR

Executive Producers: Williams Bally/Midway, Larry Kasanoff, Danny Simon.

BE A VIP AT THE ORLANDO SHOW

Fly to Orlando to go to the interactive, high-tech extravaganza for Mortal maniacs. See the characters from Mortal Kombat in real, martial arts action. Go behind the scenes in Orlando to meet the show's stars.

WIN MK3 FOR YOUR SUPER NES, FROM WILLIAMS ENTERTAINMENT

Be one of the first to play MK3 on your Super NES when it comes out in October!

Don't miss Mortal Kombat: The Live Tour! It kicks off in September and runs through the spring of 1996. The following itinerary lists the early part of the schedule. Dates and locations are tentative; be sure to look for details on stops in your area in your local newspapers.

EAST TOUR

Burlington, VT	9/5-9/6
Poughkeepsie, NY	9/8-9/10
Wilkes Barre, PA	9/11-9/12
New York, NY	9/14-9/17
Cincinnati, OH	9/19
Columbus, OH	9/20-9/21
Cleveland, OH	9/22
Hershey, PA	9/23
Pittsburgh, PA	9/24
Wheeling, WV	9/26
Detroit, MI	9/28-10/1
Erie, NY	10/2
Utica, NY	10/3
Ithaca, NY	10/5
Lake Placid, NY	10/6
Albany, NY	10/7
Uniondale, NY	10/8-10/9
Huntington, WV	10/11
Johnstown, PA	10/12
Bethlehem, PA	10/13
Providence, RI	10/14
Camden, NJ	10/15

WEST TOUR

Great Falls, MT	9/10
Fargo, ND	9/12
Minot, ND	9/13
Rosemont, IL	9/15-9/17
New Orleans, LA	9/20
Lafayette, LA	9/21
Lake Charles, LA	9/22
Houston, TX	9/23
Austin, TX	9/24
Baton Rouge, LA	9/26
Waco, TX	9/28
Tyler, TX	9/29
Fort Worth, TX	9/30
Dallas, TX	10/1
Monroe, LA	10/3
Shreveport, LA	10/4
San Antonio, TX	10/6-10/7
Corpus Christi, TX	10/8
San Angelo, TX	10/10
Odessa, TX	10/11
Amarillo, TX	10/13
Lubbock, TX	10/14
El Paso, TX	10/15

SECOND PRIZE

FIVE WINNERS

Mortal Kombat TOUR JACKETS

Exclusive jackets! Only the tour crew members—and you—will have one of these beauties!

THIRD PRIZE

50 WINNERS

Nintendo Power T-Shirts

Power Ts for Power Players!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 75, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL.75
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than September 1, 1995. We are not responsible for lost or misdirected mail.

On or about September 15, 1995, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after September 30, 1995, send your request to the address above.

GRAND PRIZE: The Grand Prize Winner will win a trip to Orlando, Florida, to attend Mortal Kombat: The Live Tour. NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated total value of all prizes is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

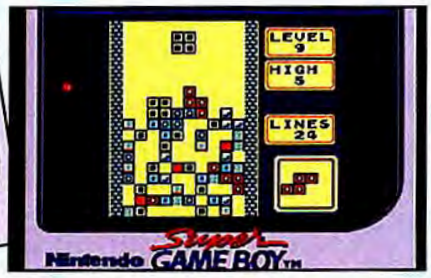
The Power Players' ARENA

POWER CHALLENGE FINAL FANTASY III

If you think you know EVERYTHING there is to know about Final Fantasy III, this challenge is for YOU!!! How many Genji Gloves can you collect in the game? Take a picture of the number of Genji Gloves in your party's inventory and mail it in. Can you win Genji Gloves from certain monsters? Can you win the Genji Glove in the Colosseum? If you know EVERYTHING about Final Fantasy III, you already know the answer!

Possible to equip each hand with a weapon
Relic Gauntlet
Relic Sprint Shoes
Mithril Glove Vigor 31-31
Genji Glove Speed 35-35
Sprint Shoes Stamina 31-31
Star Pendant Mag. Pwr 39-39
Hyper Wrist Bat. Pwr 125-125
Peace Ring Defense 162-162
True Knight Evade 17-17
Barrier Ring Mag. Def 116-116
Earrings MBlock 19-19

PLAYER VS PLAYER TETRIS FOR GAME BOY



Go for the Tetris on Game B, Level 9-5. Can you score five in twenty-five lines?

How many times can you score a Tetris in Tetri Game B, Level 9-5? Edward Fingold pulled off FIVE in twenty five lines and sent a photo to prove it! In case you've been living under a rock, a Tetri is scored by removing four lines of blocks with one puzzle piece. Of the twenty-five lines you must finish in Game B, Edward cleared twenty of them by scoring a tetris. According to Edward's son, "no one in the world" can score that many on Level 9-5 Let's find out! Meet Edward's score and pick up four power stamps! Beat Edward's score and we'll give you EIGHT Power Stamps!

POWER CHALLENGE INDY CAR CHALLENGE

Ladies and gentlemen, start your engines! How many points can you accumulate in a sixteen race championship season? Take a picture of your point standings and send it in to Nintendo Power! Oval tracks are easy, but watch out for the serpentine courses! Top point totals drive away with four power stamps.

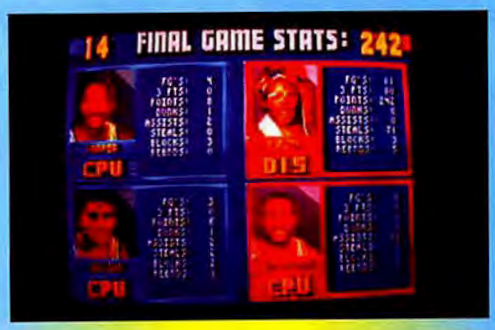
Don't burn out your engine--save your best passwords and race toward the checkered flag!

ENTER THE ARENA!

Be sure to include your name, address and Member Number on the back of your photo when you send in your entry for one of our Challenges. All entries to the Challenges printed in this issue must be received no later than September 20, 1995 to qualify for the Power Stamp prizes. The players who best complete a Challenge will receive four Super Power Stamps for use towards the purchase of Super Power Supplies.

Nintendo Power Staff determine the selection of printed scores. Address your entries to:

POWER PLAYERS' ARENA
P.O. BOX 97033 REDMOND, WA 98073-9733



This is an awesome score and a stellar accomplishment. Unfortunately this entry was received AFTER the challenge deadline! Make sure you receive the recognition you deserve by mailing your high score in on time. All entries to this month's Arena must be received at Nintendo Power Magazine by September 20, 1995.

POWER CHALLENGE

THIS MONTH'S WINNERS FOR:

TETRIS & DR. MARIO

HIGHEST SCORE ON TETRIS GAME A

Frederic Busque
Pintendre, PQ 557,484

Jon Loken
Seattle, WA 381,562

Chris Brady
Milford, CT 295,992

WHAT YEAR IS THIS?

KIRBY'S DREAM COURSE

How many Gold Medals can you get?

Frederic Busque
Peekskill, NY

Eight Gold Medals!

Rich nailed Eight Gold Medals on the normal courses! Nobody even came close to touching this record.

WHAT IS IT?!

It's an interstellar explosion of antimatter in a G Class Star Cluster! No? How about a Sony Television?

PICTURE PERFECT!!!

Shane Holtz, Hillsboro, Oregon. Great Photo!!

Jason Danell of Anaheim, California pulled off this shot with a flash, but made sure the reflection was off the screen.

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES or NES game, first move your system near your television, so you can get a photo of both the system and high score at the same time. Dim the lights in the room a little bit, then take a few photos without a flash. When you are taking a photo of a Game Boy, place it on a flat surface and take the photo using natural light (NO FLASH!). If you are using a game enhancement device to get your entry score, quit cheating and try again without it.

NOW PLAYING

Your Power Guide To The Latest Releases

AUGUST 1995

ASTEROIDS/ MISSILE COMMAND

Game Boy

Company.....Nintendo
Release Date.....July 1995
Memory Size.....1 Megabit

Relive the early days of video-mania with two classic arcade games in one Game Boy Game Pak.

Nintendo's Arcade Classics series for Game Boy and Super Game Boy kicks off with two of the all-time biggest hits—Asteroids and Missile Command. Although simple by today's standards, the classic play value of both of these games is just as good now as it was when the games debuted in 1979 and 1981. The Super Game Boy enhanced versions of the games include borders that look like the original arcade cabinets and, in the case of Asteroids, an updated graphics option with more detail in the ship and asteroids. The arcade sound was also included beep-for-beep in the Super Game Boy versions. Missile Command includes a two-player alternating option while Asteroids features a Difficulty selection option. Nintendo Power goes back in time in this month's Arcade Classics review.

Classic games that you can take on the road or play with Super Game Boy. Very true to the originals.

No updated Asteroids screen with a dark background. No updated Missile Command graphics option.

BRONKIE THE BRONCHIASAURUS

Game Boy

Company.....Raya Systems
Release Date.....August 1995
Memory Size.....8 Megabits

Raya Systems latest Health Hero game helps asthma sufferers learn how to breathe a little easier.

San Saurian, a planet inhabited by dinosaurs, became a very dusty place when a giant meteorite slammed into it. A giant wind machine was built to clear the air, but bad Mr. Rexo stole many of the pieces and hid them away. Now, Bronkie and his friend, Trakie, must explore San Saurian and find the missing pieces while managing their asthma conditions. Raya System's Health Hero series combines health care lessons and quizzes with video game action. The action in Bronkie is a bit better than in previous games such as Rex Ronan and Packy and Marlon, but it still lacks inventiveness or any real lasting game play value. On the other hand, it provides a way for young play-

ers to learn about asthma in a familiar video game setting.

Useful lessons about asthma.

Simple game play. Repetitious graphics.

CENTIPEDE/MILLIPEDE

Game Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....1 Megabit

This is one Game Pak that is filled with bugs...and Nintendo likes it that way.

Centipede and Millipede are two more Arcade Classics that have been converted and put into a single Game Pak for Game Boy and Super Game Boy. Both games pit you against an infestation of spiders, bees, beetles, and segmented crawlers like centipedes and millipedes. Your job, as the ultimate video exterminator, is to blast them all before they reach you. Each game has an enhanced Super Game Boy border that looks like the original arcade game from the early '80s. The games also feature multiple levels of difficulty and two-player alternating options using either one or two controllers. On a regular Game Boy, the two players just pass the same Game Boy back and forth. Accolade, the developer of the game, did an excellent job recreating the arcade look, sound and feel. Fans will think they've warped back in time.

Fast play. Quick to learn. Two-player option.

Doesn't have the variety of the Asteroids and Missile Command game. Both Centipede and Millipede are very similar.

CHRONO TRIGGER

Super NES

Company.....Square Soft
Release Date.....August 1995
Memory Size.....32 Megabits

The best RPG team in the world just got better and Chrono Trigger is the stunning proof.

Square Soft continually pushes back the boundaries of role playing with their epic offerings. Chrono Trigger, while borrowing many elements and themes from earlier Square games, sets off on its own bold course and brings the RPG experience closer to the mainstream than ever before. The game takes place in many periods of history with the hero, Crono, warping back and forth in an effort to save the world from Lavos—a planet-eating parasite that ranks up there with the most vile villains known to gaming. Crono travels with two friends at a time to periods ranging from 65 million years ago to hundreds of years in the future. In each of these worlds, events must be set in motion by Crono and his cronies in order to save the planet. The companions are an entertaining bunch that include a princess, a frog and a robot. Exploration takes place in an overhead perspective similar to that in Secret of Mana. The battles also take place in that view, although they are menu-based like battles in Final Fantasy. Dozens of minor characters play a role in the game, giving aid and information to your hero. You'll also find puzzles, reminiscent of games such as The Legend of Zelda: A Link To The Past. Cinema scenes sometimes take the form of a character play where the computer takes over the action, but in many cases the story unfolds as you move Crono around the setting. As for graphics and sound, Chrono Trigger sets a new standard for RPGs. With ten endings, multiple pathways for the action to follow, hundreds of weapons, items, spells and techniques to master plus possibly the best story of any RPG, Chrono delivers in every category. Don't miss our first Epic Center strategic review this month.

Excellent graphics, depth, sound, replay value. Battery backed-up memory with three slots.

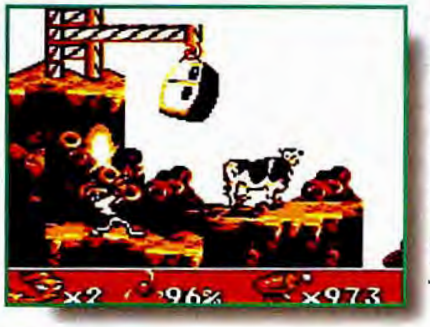
You'll be spoiled for every other RPG.

EARTHWORM JIM

Game Boy

Company.....Playmates
Release Date.....August 1995
Memory Size.....2 Megabits

The world's most heroic worm returns to action, this time on Game Boy.



Playmates' Earthworm Jim looks good on Game Boy just as it did on the Super NES, which is saying a lot. Expect seven levels of jumping, blasting

platform and shooter action that follows the 16-bit layout closely except for the absence of a few stages. You'll experience all the thrills of cow launching and battling Major Mucus. You'll also experience all the frustration of Earthworm Jim's play control that requires ultimate precision and lots of patience. The Practice option included in the game doesn't help. Jim fans won't want to miss this month's review.

Good graphics. Wild sense of humor and variety of game play.

Play control is loose and difficult, just as it was on the Super NES. No password.

GALACTIC PINBALL

Virtual Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....8 Megabits

Bumpers and bonuses take to the stars with this 3-D Virtual Boy pinball game.

Galactic Pinball combines traditional pinball play and feel with a 3-D element that keeps the puck (not a ball) flying at multiple levels. The four main boards include Cosmic, Colony, Alien and UFO, each with unique board layouts, bonus opportunities and flipper setups. Starting out with three pucks, your goal is to keep each puck in play while racking up interstellar scores. Some bonus options, like the Comet in Colony switches the game mode to target shooting for a limited time. The Flying Bonus in UFO offers you a limited time to shoot the puck into a designated bonus slot. In this case, if you sink the shot, a center post pops up to keep the puck in play.

Cosmic features three flippers and an asteroid that moves back and forth in the middle of the board. One of its special bonuses is Cyber Roulette, which can earn you fabulous prizes like extra bonus ops. Alien is a high-scoring, four-flipper game featuring 3-D pathways if you hit the right hole. For the full story on Galactic Pinball, turn to this month's review.

Good variety. Cool sound effects.

The 3-D doesn't add much to the way the game is played. No battery to save high scores.

JUDGE DREDD

Game Boy

PASSWORD

Company.....Acclaim
Release Date.....July 1995
Memory Size.....2 Megabits

Justice rules when Judge Dredd comes to Game Boy.

In the third millennium, society has all but fallen apart. Justice is dispensed by Judges who roam the wild cities with the power to sentence and execute criminals. Based on the Sylvester Stallone movie of the same name, Judge Dredd for Game Boy puts you in the role of one of these law-bringers. The platform game plays a lot like the Super NES version, but there are differences in the maps and fewer stages. You can blow away bad guys, but you might want to arrest them instead. After all, that's your job. Collect weapons and items as you progress through horizontal and vertical scrolling areas. Computer consoles along the way update you on your mission's progress. Nintendo Power lays down the law in this month's review.

Lots of action. Passwords.

No Super Game Boy enhancements. Slow frame rate.

MARIO CLASH

Virtual Boy

Company.....Nintendo
Release Date.....September 1995
Memory Size.....8 Megabits

Mario clashes with his old koopa enemies in this Virtual Boy platform puzzle game.

Mario Clash clearly demonstrates the wonders and strategies of 3-D gaming on Virtual Boy. Based on the early Mario Bros. arcade game in which Mario jumped between three levels while avoiding koopas and other enemies, Mario Clash adds a layer of depth that will keep players moving and thinking in three dimensions rather than two. Not only can Mario race between front and back areas via the pipes, he can stomp koopas and use their shells as weapons, throwing from front to back and vice versa. As you progress through the stages, the number and variety of enemies increases and the time limit seems to work

against you. Although Mario Clash plays much like a platform game in many respects, it is also something of a puzzle game like Tetris, except you must play in a three dimensional field.

Good use of 3-D capabilities of Virtual Boy both in graphics and game strategy.

Could use more complexity and bigger variety of settings.

MARIO'S TENNIS

Virtual Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....4 Megabits

Tennis, anyone? It's game, set and match for Virtual Boy with Mario's Tennis.

Tennis in Virtual Boy 3-D brings a more realistic tennis experience to home players than is possible on television monitors. This is the pack-in game that comes with the Virtual Boy game system. Why tennis? This game combines an easy learning curve with lots of action, plus it has some of the most famous characters from the Nintendo universe. The players include Mario, Luigi, Princess Toadstool, Yoshi, Koopa, Toad and Donkey Kong Jr. You can play singles or doubles as a one-player game in either Single Match or Tournament Mode. You can also select the number of sets you want to play per match. Each of the characters moves or hits with some special skill, so playing the Tournament with different characters makes for a new challenge. Even though the characters are based on Nintendo heroes rather than tennis stars, the actual play includes all of the moves you'd find on a real court. The 3-D aspect gives you a realistic perspective when you rush the net or play the baseline. Real tennis strategy comes into play, as well, calling on players to mix their shots, from lobs to winning ace serves. Head to center court in this issue to catch our Mario's Tennis review.

Excellent tennis action and play control. Fun characters. Singles and Doubles.

No two-player option.

NINJA GAIDEN TRILOGY

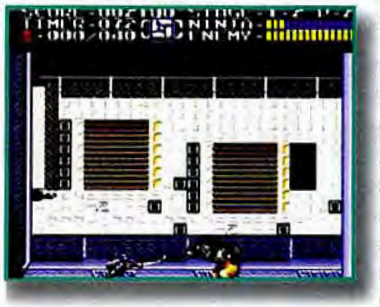
Super NES

PASSWORD

Company.....Tecmo
Release Date.....August 1995
Memory Size.....12 Megabits

Ryu Hayabusa returns to avenge his father in the classic ninja action series from Tecmo.

Ninja Gaiden, Ninja Gaiden II: Dark Sword of Chaos, and Ninja Gaiden III: The Ancient Ship of Doom—three classic games for the NES—have come to the Super NES from Tecmo. The games are virtually perfect duplications of the original 8-bit games. Enhancements to the sound and graphics are hardly noticeable, and we couldn't find any new hidden secrets. The game play and stage layouts are as close to the original games as you can get short of dragging out your old NES. This can be seen as both good and bad. Good because the original games were great action games, but bad because there's nothing new and no surprises. As for the game play itself, Ryu runs, climbs, and jumps through horizontal and vertical areas, picking up power-ups until he meets up with the guardian at the end of the level. Ninja Gaiden was the first game to use cinema scenes to tell a story between levels. Today, the cinema scenes may seem simple, but they were revolutionary in their day. This is definitely a game for players who haven't played Ninja Gaiden at all or who want the complete collection. Take a closer look at this step into the past in this issue.



Great action and game design. Challenging. Passwords.

The original controller setup seems a bit awkward on the Super NES Controller. No new features except for the passwords. Graphics don't live up to current Super NES standards.

PHANTOM 2040

Super NES

PASSWORD

Company.....Viacom New Media
Release Date.....August 1995
Memory Size.....16 Megabits

Another comic hero comes to the Super NES with lots of style and some serious toys.

The Phantom's motto is, "Someone has to care." That someone will be you once you pick up this fast action game from Viacom. Based on the comic book series starring The Phantom, the game takes place in

Metropia, a city under siege from a corporate criminal. Excellent cinema sequences tell a comic book tale of greed and destruction, but if you prefer the shortened summarized version, just switch to that option. The character of the Phantom has great versatility. He runs, jumps, spin jumps, and climbs walls with the Inductance Rope. In all, the subscreen lets you choose between 13 weapons ranging from homing missiles to a boomerang. You can also pick up shields and invisibility. Once you've cleared an area, you can return to it later, giving the game a non-linear feel. Metroid fans won't want to miss our Power review in this issue.

Good play control. Lots of moves and weapons.

Map layouts can be confusing. Character animation is stiff.

SECRET OF THE STARS

Super NES

Company.....Tecmo
Release Date.....July 1995
Memory Size.....12 Megabits

A long quest to become an Aqutallion Knight leads to danger and adventure.

At one time, Tecmo contemplated calling this Tecmo Super RPG. That should tell you something. Secret of the Stars is a generic RPG that borrows heavily from previous games including the Final Fantasy and Dragon Warrior series. The story involves a long and perilous search for the Crest of Stars. Along the way you'll fight monsters, find items, visit towns, equip yourself with better weapons and armor, then do it all again, and again. That's the central pattern of most RPGs, and Secret of the Stars doesn't deviate from it by so much as an inch. For those RPG fans who can't get enough of their favorite style of game, Secret of the Stars may be worth the investment in time, but many players will find the graphics and game play to be a step backward from the standards set by Final Fantasy III and the upcoming Chrono Trigger. This month's Epic Center scrutinizes Secret of the Stars.

A long game (more than 50 hours). Lots of hidden items.

Nothing new. Simple graphics that would look at home on the NES.

STREET FIGHTER II

Game Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....4 Megabits

The classic that started the fighting fad makes a hit on Super Game Boy.

Street Fighter II looks amazingly good on Game Boy or Super Game Boy and the play control feels solid. The nine world warriors in the game include Ryu, Guile, Zangief, Ken, Chun Li, Blanka, Balrog, Sagat and, if you defeat all the rest, M. Bison. Two-players can square off using two options, either link two Game Boys or use a Super Game Boy with two Controllers. Either way, the action and moves are taken directly from the arcade classic and Super NES games with some reduction in the number of moves. Controller sequences have also been modified to work on Game Boy. Super Game Boy players will find that the colorful, enhanced borders change with each tournament location.

Good graphics. Simplified controller sequences. Good use of Super Game Boy.

Slower than Super NES versions. Not all characters are included.

TELEROBOXER

Virtual Boy

Company.....Nintendo
Release Date.....August 1995
Memory Size.....8 Megabits

The boxing game of the future is here today on Virtual Boy.

Teleroboxer takes you into a futuristic boxing match against robots and people who are powered up in their

cybersuits. The first-person perspective gives you a view of your opponent from the waist up. You also can see your gloves in front of you. Game play feels a lot like Super Punch-Out!! You can dodge to either side, hit high or low, block and use special moves. Learning how to outwit the computer opponents can be challenging since the action is fast and the AI is unpredictable. There are eight boxers and three memory save slots for saving your progress through the tournament. This month, Nintendo Power slugs it out with this brain-rattling game.

Challenging. Interesting opponents with super moves. Battery-backed memory.

Needs more boxers. Can't choose to be a different boxer.

HEAD TO HEAD

TITLE	POWER METER RATINGS G	P	C	T	EDITOR PICKS	IDSA RATING	GAME TYPE
ASTEROIDS/MISSILE COMMAND	2.7	4.0	3.6	3.1	✪☆★✳☆	K-A	ARCADE
BRONKIE THE BROCHIASAURUS	2.9	3.2	2.4	3.3		K-A	EDUTAINMENT
CENTIPEDE/MILLIPEDE	2.6	3.5	3.3	3.3	✳	K-A	ARCADE
CHRONO TRIGGER	4.0	3.5	4.3	4.5	✪★☆★✳☆	K-A	RPG
EARTHWORM JIM	4.0	3.4	3.3	3.5		K-A	ACTION
GALACTIC PINBALL	3.1	3.9	3.5	3.3	☆	K-A	PINBALL
JUDGE DREDD	3.1	3.2	2.9	3.0		K-A	ACTION
MARIO CLASH	3.0	3.4	2.7	3.0	☆	K-A	ARCADE
MARIO'S TENNIS	3.2	3.6	3.4	3.4	✪✳	K-A	TENNIS
NINJA GAIDEN TRILOGY	2.6	3.3	3.3	3.0		K-A	ACTION
PHANTOM 2040	3.4	3.5	3.3	3.3	✪★	K-A	ACTION
SECRET OF THE STARS	3.0	3.2	2.8	3.0		K-A	RPG
STREET FIGHTER II	2.9	2.9	2.5	2.7	✳☆	K-A	TOURNAMENT FIGHTER
TELEROBOXER	3.3	3.3	3.6	3.2	☆✳	K-A	BOXING

ICON KEY

1-PLAYER MODE · MULTI-PLAYER ALTERNATING · MULTI-PLAYER SIMUL. · PASS-WORD · BATTERY BACK-UP · GAME LINK · SUPER GAME BOY · SUPER FX · SUPER MOUSE · SUPER SCOPE

Editors If you like the same types of games as one of our Power editors, then check for his or her seal of approval above.

- ✪ **Scott** Sports, Simulations, Adventures
- ★ **Leslie** RPGs, Puzzles, Adventures
- ☆ **Jeff** Action, Sports, Fighting
- ✯ **Jon** Fighting, Simulations, RPGs
- ✳ **Dan** Action, Adventures, Puzzles
- ☆ **Terry** RPGs, Simulations, Sports

IDSA Ratings:

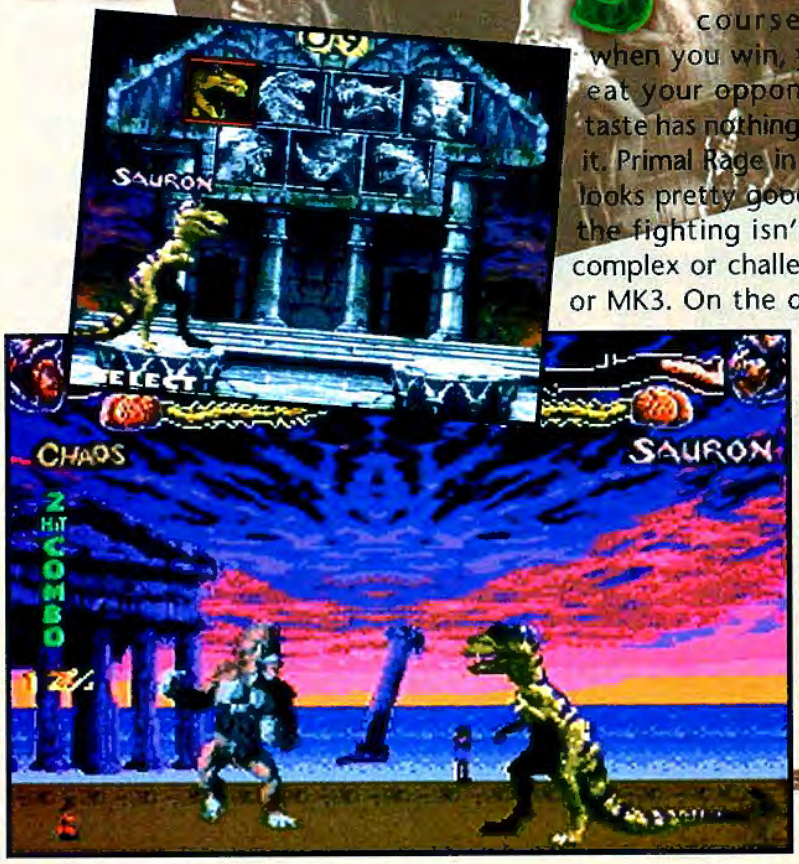
These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature(17+), A=Adult(18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

THE *INSIDE* SOURCE ON FUTURE GAMES

Primal Rage

Enormous monsters with unquenchable appetites for bloodshed and fighting for the domination of the earth is the basic idea of Time Warner's Primal Rage. The finished version just stomped into town and we were feeling a bit hungry, so chomp, we bit. The Super NES version faithfully recreates the look and action of the arcade game. You'll slash and chew using one of the following characters: Sauron, Talon, Vertigo, Blizzard, Chaos, Armadon, and Diablo. The idea of Primal Rage is pretty strange. Ancient gods in the form of dinosaurs and huge apes contest their power to rule we puny humans by battling each other in exotic locations. The cool part, of course, is that when you win, you get to eat your opponent. Good taste has nothing to do with it. Primal Rage in the arcade looks pretty good, although the fighting isn't nearly as complex or challenging as KI or MK3. On the other hand, there's a weird appeal to the characters, and they are something different. Too bad they didn't get the Barney license. Primal Rage should thump into your town in September, but the media blitz from Time Warner may begin long before that.



Available Time Warner

MIGHTY MORPHIN POWER RANGERS
THE FIGHTING EDITION

bandai

Just when you thought it was safe to go back in your zord, Bandai comes out with a new Power Rangers game that challenges everything. Mighty Morphin Power Rangers: The Fighting Edition should be available some time next month. That's when fans will be able to pick their favorite zord or enemy character and fight for supremacy. The characters include Thunder Megazord, Mega Tigerzord, Lipsyncher, Ninja Megazord, Shogun Megazord, Silver Horns, Goldar, Lord Zedd and Ivan Ooze. The story mode for one-player takes you through all the settings as you face each enemy in one-on-one tournament style combat. The giant combatants use regular punch and kick moves plus special moves activated by controller sequences that are pretty easy to master. The two-player mode is where the real action is. With sharp graphics and sound, and a major movie to help promote the Might Morphin franchise, Bandai should have a winner on its hands.

PAK WATCH
EXCLUSIVE
BREAKING NEWS

Awesome news from Capcom USA! Capcom has acknowledged that the Super NES continues to be the choice video game system of players. As a result, the two games previously dropped from Capcom's schedule have been reinstated along with two new titles. Mega Man 7 and Breath of Fire 2 should come out first, probably by October. Mega Man X3 and Marvel's Super Heroes (a working title) will be released later in the fall.

CAPCOM

As for Mega Man 7, Dr. Wily is so cunning that he planned for his own eventual capture at the hands of Mega Man and prepared an elaborate escape with the help of his robots. As the game begins, the Blue Bomber finds himself and his trusty mechanical mutt, Rush, back on the trail. There he meets his alter ego in a pair called Bass and Treble—a sort of punk version of Mega Man and Rush who have been fighting Dr. Wily while Mega Man was gone. The first four enemies include Cloud Man, Freeze Man, Junk Man and Burst Man. Mega Man 7 faces every sort of mechanical menace from cockroaches to polar bears. As usual, you can choose which stage to enter.

MEGA MAN 7 LIVES!

PAK WATCH EXCLUSIVE

INSIDER SPECIAL

Killer Instinct is looking great on every Nintendo system, from the arcades to Game Boy. The Super Game Boy enhanced version of KI may not have the awesome graphics effects of its powerful siblings, but it does have quality game play, and that's the most important aspect of any game. That isn't to say that Rare didn't accomplish a few graphic miracles in the development of this game. Somehow they managed to convey the 3-D feel of the fighters and it looks good in both the B&W of Game Boy and the color of Super Game Boy. (Still shots just don't do this game justice.) Game Boy KI features fully rendered graphics like the Super NES and arcade games, all the characters, many of their special moves and two-player action for both Game Boy (with a Game Link connector) and Super Game Boy. Rare did a great job of making the moves feel fast and tight, which isn't easily done with limited frames of animation and complex figures. This four megabit game features some of the best music we've ever heard for Game Boy, as well. This is one killer Pak. Watch for it in November.

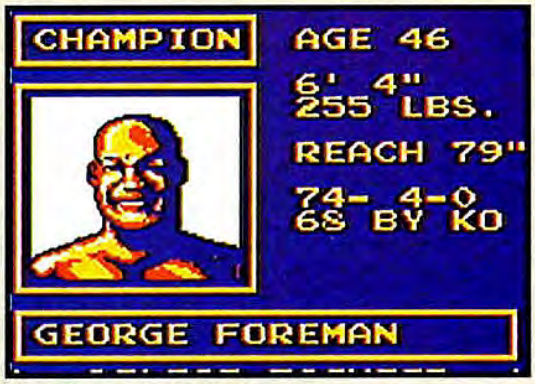
NINTENDO

KILLER INSTINCT

The latest Madden football game will take the Game Boy field this fall when Madden '96 debuts in September. Expect a tried-and-true formula for selecting and running plays. The Madden license brings a familiar interface that players will appreciate. St. Louis, Carolina and Jacksonville have been included as updated teams, but there is no NFL license or official logos. One player can play exhibition or season mode while two players can go head-to-head. When we tried this one out, we found lots of stats and a good use of the Super Game Boy enhanced mode. It also looks good on the regular Game Boy. Play control is nice and easy in either case with a simple one-button-does-all interface except for passing. The players may look like slightly heavy ants way down there on the turf, but the blimpcam view lets you see a big chunk of the field for passing. This game will be a definite high draft choice when it gains pro eligibility this September.

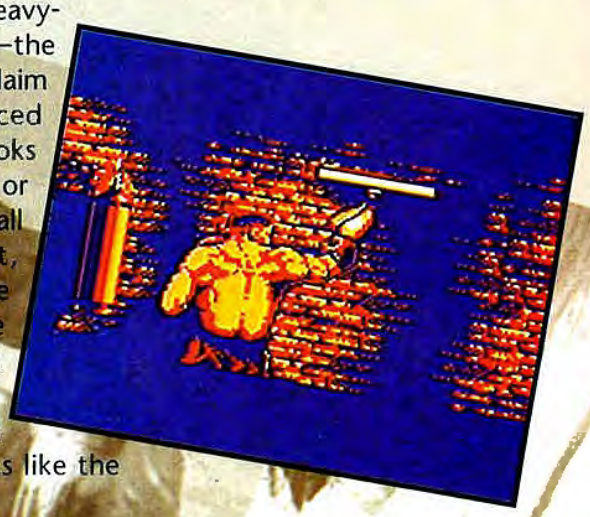
MADDEN '96

FOREMAN FOR REAL



Software Creations puts its professional touch on another knockout license for Acclaim—Foreman For Real. This Game Boy entry in the world of video boxing features heavyweight champ, George Foreman—the original. Although once again Acclaim doesn't make use of the enhanced Super Game modes, Foreman looks pretty sharp on either the small or large screen. Twenty fighters in all contest the heavyweight belt, each with his own unique strengths and weaknesses. The behind the screen view allows you to move your fighter left and right in the ring, plus you have good control of blocks and punches. This looks like the champion of Game Boy boxing.

ACCLAIM



AAAHH!!! REAL MONSTERS

Viacom's upcoming AAAHH!!! Real Monsters game is based on the Nickelodeon cartoon and features Ickis, Oblina and Krumm in a platform type action game that makes use of all three characters at the same time. The three young monsters set off on the pursuit of some delightfully tasty tidbits of trash for their midterm exams at the Monster Academy. Like the three heroes in The Lost Vikings, the monsters must work together to accomplish their tasks, like reaching new heights by climbing on the shoulders of their pals. The graphics and music are showcase stuff for Viacom and the play control is generally good, too. Players search for hidden areas and Power-Ups while searching for a particular item. This isn't just another platform game—it's frighteningly fun, and it should be available by October!

VIACOM NEW MEDIA

INSIDER UPDATE

WATERWORLD

According to Waterworld, the future is going to be a very wet place. In this post-apocalyptic, sci-fi adventure, Kevin Costner stars as a man who may not be able to walk on water, but he has to live on the stuff, along with atollers and scumbags on jet skis. What better subject could there be for a company named **Ocean.** The Super NES game based on the movie will differ substantially from the Virtual Boy game showcased this month in Power. This is more of an action adventure while the Virtual Boy game is a 3-D arcade shooter.

THEME PARK

Here's a game that has raised some eyebrows in the PC world and will be raising even more in Europe where **Ocean U.K.** will release it for the Super NES. The concept is sort of like SimCity with ferris wheels. You begin by building a small amusement park, putting in rides, midway attractions, food stalls, etc. If people like what they see, they'll flock to your park. Animations show people running around in the park, trying out the rides, looking for restrooms and thinking thoughts in bubbles to help you gauge the reaction to your attractions. You control every detail from ticket prices and researching new attractions to the amount of salt on the fries. If you make enough money on your park, you can start over in another location somewhere else in the world. Although the Super NES version has been simplified a bit from the PC game, the depth of involvement will keep sim fans in the fun house for a long time. **Ocean of America** has since decided not to bring out the game in the U.S.A., feeling that it may not have a large enough audience. If you disagree with that, let Ocean know. We have.

MIGHTY MORPHIN POWER RANGERS THE MOVIE

The Power Rangers throw themselves back into action on Game Boy with a Super Game Boy enhanced title based on this summer's movie. The action game follows the basic pattern of previous MMPR games with fairly simple game play involving punching baddies and transforming from Teen to Ranger when the going gets tough. If you can't get enough of zordification, look for this game to be released next month.

ACCLAIM ON A ROLL

Acclaim continues to defy the pundits by increasing the number of 16-bit titles to be released in 1995. The latest move by Acclaim was to acquire Spawn, a game that was originally slated to come from **Sony Imagesoft.** (Sony has stepped out of the picture for 16-bit development.) Spawn, based on the comic book series, will feature hard-hitting action with pretty good art.

The Wrestlemania mania continues this fall with WWF Wrestlemania: The Arcade Game featuring a host of new moves and two hosts, Vince McMahon and Jerry "The King" Lawler calling the play-by-play in the ring. The new moves include double punishing moves, new special attacks for each character, combos of up to 21 hits and new finishing moves. It should be awesome.

If WWF isn't what you call a sport, Frank Thomas "Big Hurt" Baseball should reach the ballpark by October. The White Sox's slugger stars along with MLBPA players in a traditional baseball game. Although the most recent version we saw was still pretty rough, the design team is taking the time to get this one right. We hope to have a fresh look at the game next month.

FANTASY ON AIR

Flights Of Fantasy, an independent television program that showcases **Nintendo** video games, has been on the air for the last two years, although you may not have heard of it. The bi-weekly TV show is produced for satellite distribution, which means that the only way for many people to receive it is direct via satellite. In New York City a public access channel airs the show and about 50 cable stations pick it up elsewhere around the country. The producers of FOF hope to have a cable affiliation before long. If you get the chance, tune in. George Wood and Tom Allen—the creators of Flights—are big fans of the Super NES and the Nintendo Ultra 64. They have aired some fantastic footage from **Angel Studios**, **Silicon Graphics Inc.** and other Dream Team partners that tantalize the imagination.

PAK WATCH BRIEFS

Disney Interactive didn't have a lot to show us of Pocahontas, but what we did see showed promise. A non-playing demo proved that Disney's animation magic is just getting better and better. But the game design also holds promise. Pocahontas won't be just another platform hopper. The character will grow, gaining abilities from forest friends when she solves puzzles to help them. The game may have young themes, but when you see the box on the shelf this December, a lot of gamers are going to find it hard to resist. Gargoyles, based on Disney's television series of the same name, also looked good in an unfinished but playable version we got our claws on. You can fly, you can crawl upside down, you can gnash and slash and look like the devil on a bad-hair day. Is this Disney or **Buena Vista**?

Don't forget Nintendo Power Source's Summer Camp beginning in August. Log onto AOL and use the keyword NOA to reach the hottest site in cyberspace. Not only will you find games, clubs and reviews, you'll get the inside scoop from Nintendo Power before we can bring it to you in hard copy.

RELEASE FORECAST

Super NES

AAAHH!!! Real Monsters	Fall '95
Batman Forever	Fall '95
Battletech	Fall '95
Big Sky Trooper	Fall '95
Boogerman	Fall '95
Breath of Fire 2	Fall '95
Castlevania: Dracula X	Fall '95
Civilization	Fall '95
Cutthroat Island	Fall '95
Donkey Kong Country 2: Diddy's Kong Quest	Fall '95
Doom	Fall '95
Dragon: The Bruce Lee Story	Summer '95
Earthworm Jim 2	Fall '95
FireTeam Rogue	Summer '95
Frank Thomas: "Big Hurt" Baseball	Fall '95
Gargoyles	Fall '95
Izzy's Quest for the Olympic Rings	Fall '95
Killer Instinct	Summer '95
The Mask	Fall '95
Mega Man 7	Fall '95
Mega Man X3	Fall '95
Mortal Kombat 3	Fall '95
Mutant Chronicles	Fall '95
Oscar	Summer '95
Pocahontas	Fall '95
Primal Rage	Summer '95
Realm	Summer '95
Revolution X	Fall '95
Secret of Evermore	Fall '95
Tecmo Bowl III: Final Edition	Fall '95
Tecmo Secret of the Stars	Summer '95
Urban Strike	Fall '95
Whiz	Summer '95
WildC.A.T.S.	Fall '95
Yoshi's Island: Super Mario World 2	Fall '95
Zoop	Fall '95

Virtual Boy

Golf	Fall '95
Jack Bros.	Fall '95
Panic Bomber VB	Fall '95
Virtual League Baseball	Fall '95
Vertical Force	Fall '95
Wario Cruise	Fall '95
Waterworld	Fall '95

Game Boy

Aladdin	Fall '95
Asteroids/Missile Command	Summer '95
Centipede/Millipede	Summer '95
Galaga/Galaxian	Summer '95
Earthworm Jim 2	Summer '95
Judge Dredd	Summer '95
Killer Instinct	Fall '95
Mortal Kombat 3	Fall '95
Return of the Jedi	Fall '95
Street Fighter II	Summer '95
Zoop	Fall '95

COMING NEXT ISSUE

SEPTEMBER 1995 VOLUME 76

DO YOU HAVE THE INSTINCT?

The title that every fighting game fan has been waiting for is coming home! You may be one of the best players around when it comes to the arcade game, but you'd better check out this article if you want to master the Super NES version.

KILLER INSTINCT

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Diddy's back and he's brought along a new friend, Dixie Kong. Check out the the graphics and game play that out do even the original DKC! Don't miss out on this incredible issue.

Castlevania: Dracula X

DOOM

Virtual Boy Red Alarm

Virtual Boy Virtual Golf

BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain the following exciting reviews:

Volume 60 (May '94): Super Metroid, The King of the Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet Pirates, The Sports Scene, Spectre, Knights of the Round, Solitaire Funpak, Black Bass Lure Fishing, Bonk's Adventure.

Volume 61 (June '94): Disney's Beauty and the Beast, FireStriker, Clay Fighter: Tournament Edition, Spike McFang, SlamMasters, Fatal Fury 2, A.S.P. Air Strike Patrol, Super Loopz, Illusion of Gaia (preview), Donkey Kong (Game Boy), Monster Max, Stop That Roach.

Volume 62 (July '94): Super Street Fighter II, Breath of Fire, Disney's The Jungle Book, Liberty or Death, Tetris 2, Double Dragon V, Tarzan (Game Boy), Space Invaders, Jeopardy Sports!

Volume 63 (Aug. '94): Stunt Race FX, Lord of the Rings- Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tale: Fievel Goes West, Sonic Blastman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Itchy & Scratchy in Miniature Golf Madness, Robo Cop vs. The Terminator (Game Boy).

Volume 64 (Sept. '94): Mortal Kombat II, Super Bomberman 2, Pocky & Rocky 2, Blackthorne, Aerobiz Supersonic, Vortex, Shein's Revenge, Taz-Mania (Game Boy), The Making of Donkey Kong Country, Killer Instinct Preview.

Volume 65 (Oct. '94): Super Punch-Out!!, Final Fantasy III, Maximum Carnage, Mighty Morphin Power Rangers (Super NES), Pac Man 2, Illusion of Gaia, Brain Lord, Mega Man V (Game Boy), Mortal Kombat II (Game Boy), Yogi's Gold Rush, Donkey Kong Country preview, Cruis'n USA preview.

Volume 66 (Nov. '94): Donkey Kong Country, Sparkster, Earthworm Jim, Final Fantasy III, Indiana Jones' Greatest Adventures, Super Adventure Island II, Wild Snake, Contra: The Alien Wars (Game Boy), Killer Instinct preview, Mortal Kombat II codes.

Volume 67 (Dec. '94): Demon's Crest, Earthworm Jim, Zero the Kamikaze Squirrel, Super Return of the Jedi, Uniracers, Tin Star, Wario's Woods (NES), Samurai Shodown (Game Boy), Wario Blast (Game Boy), Casino Funpack (Game Boy).

Volume 68 (Jan. '95): The Lion King, Robotrek, The Adventures of Batman & Robin, Pitfall: The Mayan Adventure, Street Racer, Star Trek: Starfleet Academy, Animaniacs, NBA Jam (Game Boy), Daffy Duck: The Marvin Missions, Madden '95 (Game Boy).

Volume 69 (Feb. '95): Mega Man X2, Kirby's Dream Course, The Lion King (Part 2), Sports Scene, Wolverine, seaQuest DSV, Desert Strike: Return to the Gulf (Game Boy), Super-Punch Out!!, Donkey Kong Land preview.

Volume 70 (Mar. '95): NBA Jam Tournament Edition, Metal Warriors, Speedy Gonzalez, Tetris & Dr. Mario, Hagane, The Incredible Hulk, Bubsy II, King Arthur & The Knights of Justice preview, EarthBound preview.

Volume 71 (April '95): StarGate, Spider-Man: The Animated Series, Addams Family Values, The Lion King, Sports Scene, Mario's Picross, NBA Jam Code Special, Latest News on the NU64, Banana Bucks, Secret of Evermore.

Volume 72 (May '95): Kirby's Dream Land 2, True Lies, Justice League Task Force, The Flintstones, Warlock, Porky Pig's Haunted Holiday, Fatal Fury Special, PGA European Tour, Mortal Kombat 3 Sneak Preview, X-Band Modem, Nintendo Power Online.

Volume 73 (June '95): WeaponLord, EarthBound, Star Trek: Deep Space Nine, Dirt Trax FX, Super Turrican 2, Prehistorik Man, Jungle Strike (Game Boy), Rise of the Phoenix, SNES Killer Instinct Sneak Preview, Virtual Boy, Life Fitness, NU64 revealed.

Volume 74 (July '95): Donkey Kong Land, Judge Dredd, Nosferatu, Jungle Strike, Animaniacs, Power Instinct, SCAT KATS, Power Rangers–The Movie, World Heroes 2 Jet, E³ Report, ACM Programming, Sports Scene, RPGs in Japan.

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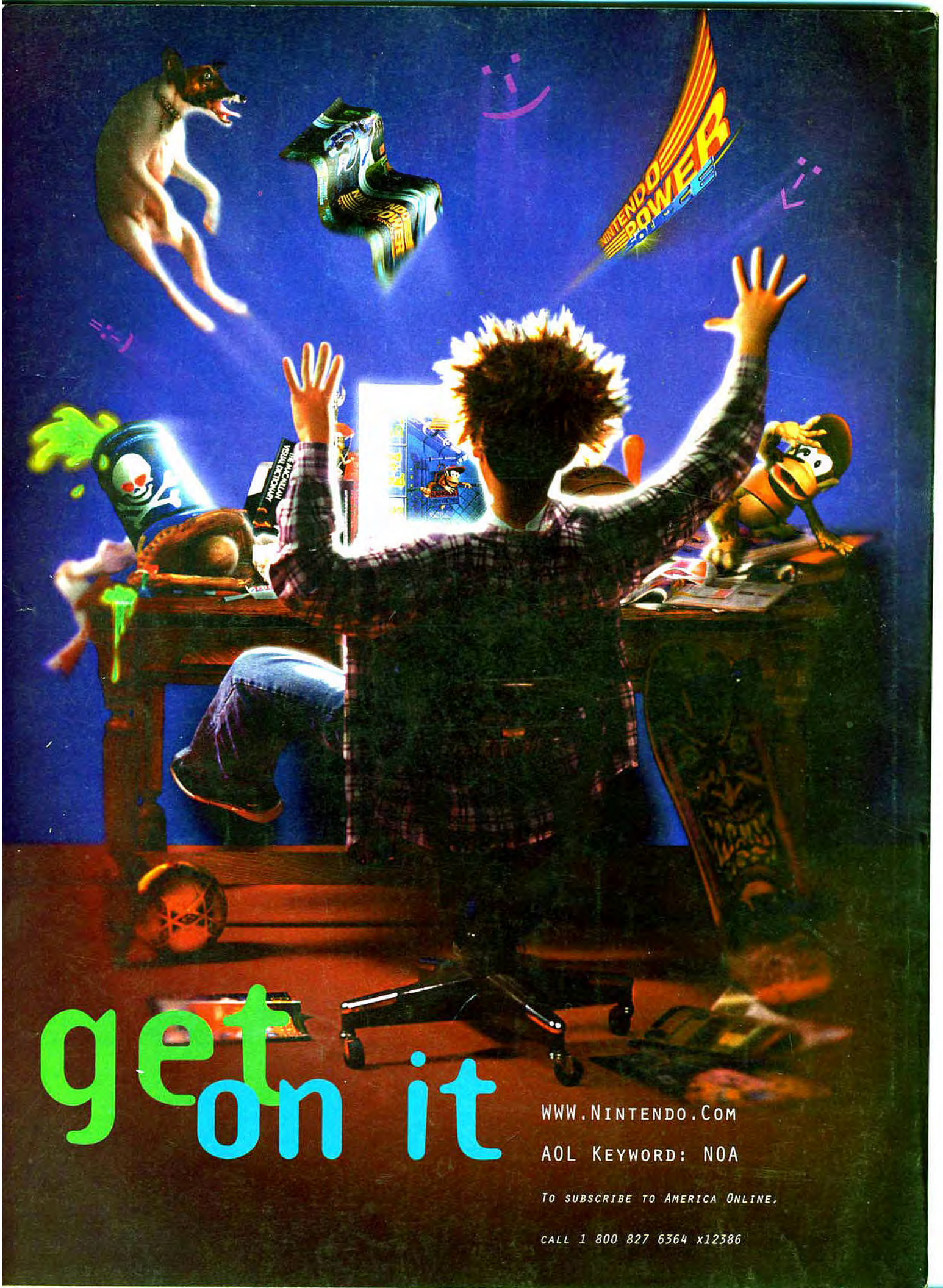
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